

Video Editing Controller/ Titler

RM-E700

English

Français

Operating Instructions

Before operating the unit, please read this manual thoroughly and retain it for future reference.

Mode d'emploi

Avant la mise en service de cet appareil, prière de lire attentivement ce mode d'emploi que l'on conservera pour toute référence ultérieure.



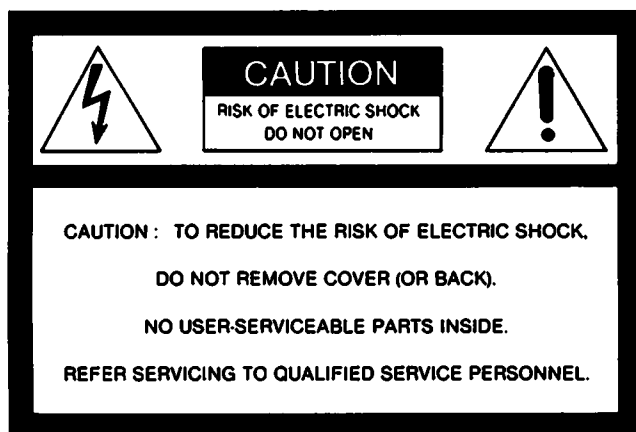
OWNER'S RECORD

The model and serial numbers are located at the bottom. Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. RM-E700 Serial No. _____

WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.



This symbol is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

CAUTION:
TO PREVENT ELECTRIC SHOCK, DO NOT USE THIS POLARIZED AC PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the equipment with respect to the receiver
- Move the equipment away from the receiver
- Plug the equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

For the customers in Canada

This apparatus complies with the Class B limits for radio noise emissions set out in Radio Interference Regulations.

Table of Contents

We recommend proceeding step by step from step 1.

	What you can do with the RM-E700	2
	The video equipment used with this unit	3
	Precautions	4
	Supplied accessories	5
	Inserting the lithium batteries	6
<hr/>		
Step 1 Connection	Before you connect	8
	Finding out your connection	9
	Connection 1	10
	Connection 2	12
	Connection 3	14
	Connection 4	16
	Storing the functions of the remote control unit in the RM-E700	18
<hr/>		
Step 2 Program Editing	Before you begin	20
	What is program editing?	20
	Preparation before program editing	21
	Program editing – To edit scenes in succession	22
	Changing the IN and OUT points	27
	Clearing all Cut	28
	Deleting a Cut	29
<hr/>		
Step 3 Scene-by-Scene Editing, Creating/Displaying Titles	Scene-by-scene editing	30
	Creating/displaying titles	32
	Creating/displaying titles	32
	Creating a character title	34
	How to use the title keyboard	34
	Creating a video image title	38
	Clearing the stored title	42
	Displaying the stored title	43
	Superimposing the title on the playback picture	43
	Displaying the title on a gray background	44
	Displaying the title as it is	44
Displaying the title scrolled from bottom to top	44	
Superimposing titles in program editing	46	
<hr/>		
	Parts identification	48
	Troubleshooting	50
	Error messages in the display window	52
	Specifications	54
	Optional connection cables	54
	Table to note your program	55

What You Can Do with the RM-E700

Do you enjoy watching your video camera recordings? What is your favorite subject: family, friends, sports, or scenery? Playing back those pictures will remind you of the joyful, or exciting atmosphere of the time. But, if it were possible to delete unnecessary scenes and change the order of some scenes, how much more impressive..... The RM-E700 is the answer. The RM-E700 allows you to edit your tape with an easy operation.

In these operating instructions, we use an 8 mm video camera recorder as a player for example.

In the program editing, you can designate the start and end points of the desired scenes, then connect them by simply pressing the PGM EDIT button. You can designate up to 20 Cuts for editing one program. If you have a video camera recorder like the Sony CCD-V800/V800E/V801 which can store the RC time code*, you can designate up to 99 Cuts.

Program Editing page 20

* RC (rewritable consumer) time code

The TV screen displays 30 frames of pictures per second for the NTSC system and 25 frames of pictures per second for the PAL system. The RC time code indicates the absolute position of the tape with hour, minute, second and frame. Since the time code number exactly corresponds to every frame of picture, it functions as an accurate tape counter so that accurate editing is possible.

This is a special time code for consumer 8 mm products, and is not compatible with the 8 mm time code for institutional 8 mm products.

Scene-by-Scene Editing page 30

In scene-by-scene editing, you locate only the beginning of the desired scenes and connect them one by one.

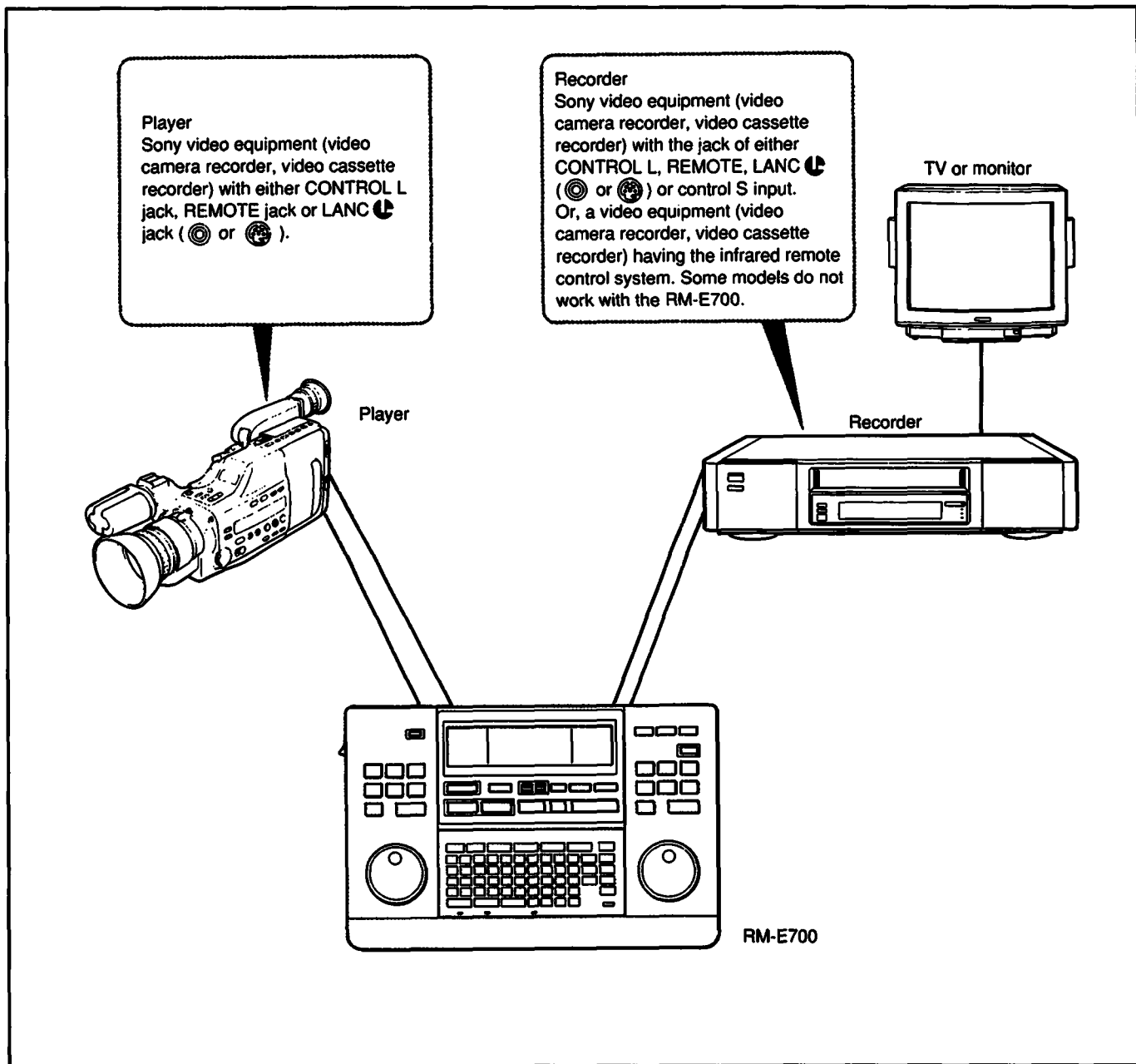
Creating/Displaying Titles page 32

The title keyboard allows you to create and store a character title. Also you can use a video image for a title.



This unit is not provided with the insert editing function.

The Video Equipment Used with This Unit

To use this unit, you need a video player and a video recorder. You can use only the following video equipment with this unit.



About the (LANC) mark

 (LANC) stands for Local Application Control Bus System. The  (LANC) jack is used for controlling the tape transport of video equipment and peripherals connected to it. This jack has the same function as the jacks indicated as CONTROL L or REMOTE.

WHEN YOUR RECORDER IS DESIGNED BASED ON THE SECAM COLOR SYSTEM, THE OPTIONAL PAL-SECAM TRANSCODER IS NECESSARY TO CONNECT THE RM-E700 AND THE RECORDER.

Precautions

On safety

- Do not open the cabinet. Refer servicing to qualified personnel only.
- Should any liquid or solid object fall into the cabinet, disconnect the power source and have the unit checked by qualified personnel before operating it any further.

On power sources

Operate the unit only on 6 V DC. For AC operation, use only the supplied AC-D4L AC power adaptor.

Do not use any other AC power adaptor as it may cause malfunction.

On installation

Do not install the unit near a heat source such as a radiator or an air duct, or in a place subject to direct sunlight, excessive dust, mechanical vibration or shock.

On cleaning

Clean the cabinet, panel and controls with a soft dry cloth, or a soft cloth lightly moistened with a mild detergent solution. Do not use any type of solvent, such as alcohol or benzine, which might damage the finish.

On operation

Before you record one-time events, make a trial recording to make sure that the recorder is working perfectly.

Caution

Television programmes, films, video tapes and other materials may be copyrighted. Unauthorized recording of such material may be contrary to the provisions of the copyright laws.

Note on AC power adaptor

If an AC power adaptor not manufactured by Sony is used, a fuse must be installed in the battery cord and the polarity of the plug must be as illustrated.



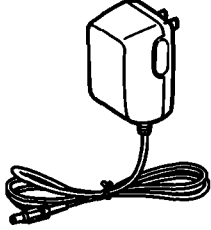
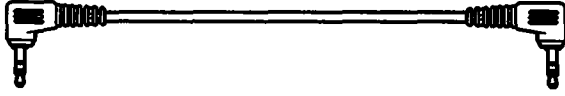
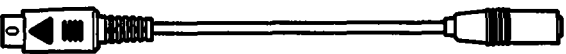
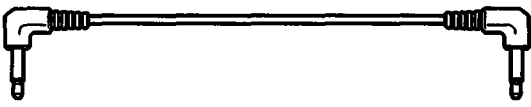
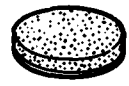

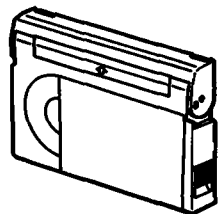
If you have any questions about this unit contact your Sony dealer.

Supplied Accessories

Before using this unit, make sure that you have all the supplied accessories in your package.

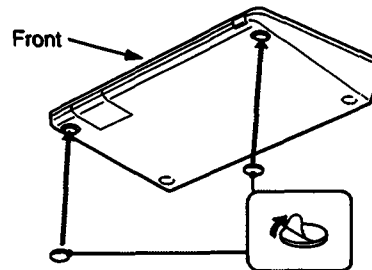
For details on the use of each item, refer to the pages indicated in the circle ●.

English

<p>AC power adaptor AC-D4L (1) ●~●</p> 	<p>CONTROL L, REMOTE, or LANC ● connecting cables (L shaped stereo mini-miniplug ↔ L shaped stereo mini-miniplug) (2) ●~●</p> 
<p>CONTROL L cable adaptor (stereo mini-minijack ↔ 5-pin plug) (2) ●</p> 	<p>CONTROL S/GPI OUT connecting cables (L shaped miniplug ↔ L shaped miniplug) (2) ●~●</p> 
<p>Spacers (2)</p> 	<p>Lithium batteries CR2025 (2) ●</p> 
<p>Demonstration tape (1)</p> 	<p>Brochure: How to use the "Timing Adjustment" section of the Demonstration Tape</p>

How to use the supplied spacers

Use the spacers as the stoppers. Attach the spacers to the front rubber feet as illustrated.



Inserting the Lithium Batteries

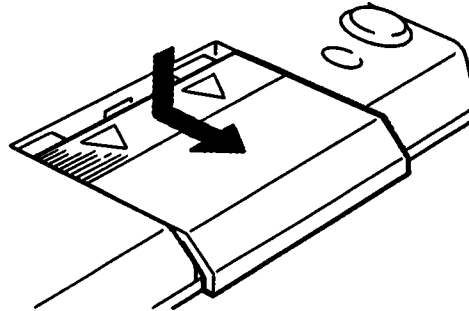
This unit uses two lithium batteries to keep the data for program editing, the data for timing adjustment, and the stored remote control signal of other manufacturer's video equipment.

The lithium battery compartment is located at the bottom.

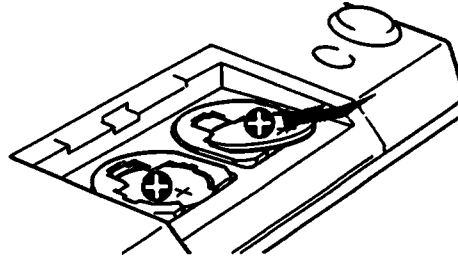
How to insert

In step 4, make sure that the AC power adaptor is connected before turning on the power. Otherwise, the lithium battery will be consumed quickly.


- 1** Open the cover of the lithium battery compartment.



- 2** Insert the supplied two CR2025 lithium batteries with correct polarity.

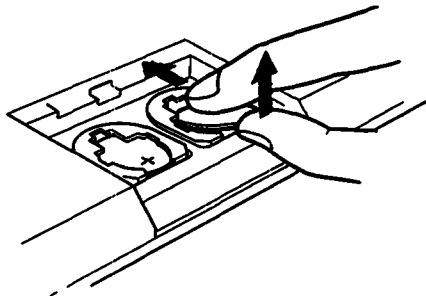


- 3** Close the cover.


- 4** Connect the supplied AC power adaptor to the DC IN 6V jack at the rear, and turn on the POWER switch.
Check that the  mark does not appear in the display window.

To remove the lithium batteries

Press the side of the battery in the direction indicated for installation.

**Lithium battery life**

Approximately 1 year in normal operation.

When the lithium batteries become weak, the  mark will light in the display window. **When this happens, replace the battery with a Sony CR2025 lithium battery. Use of another battery may present a risk of fire or explosion.**

Note

To keep the data, replace the lithium batteries with the AC power adaptor connected. If you replace the lithium batteries when the AC power adaptor is not connected, the data will be erased. Also, when the lithium batteries are completely discharged, the data will be erased. In this case, store them again.

Notes on lithium battery

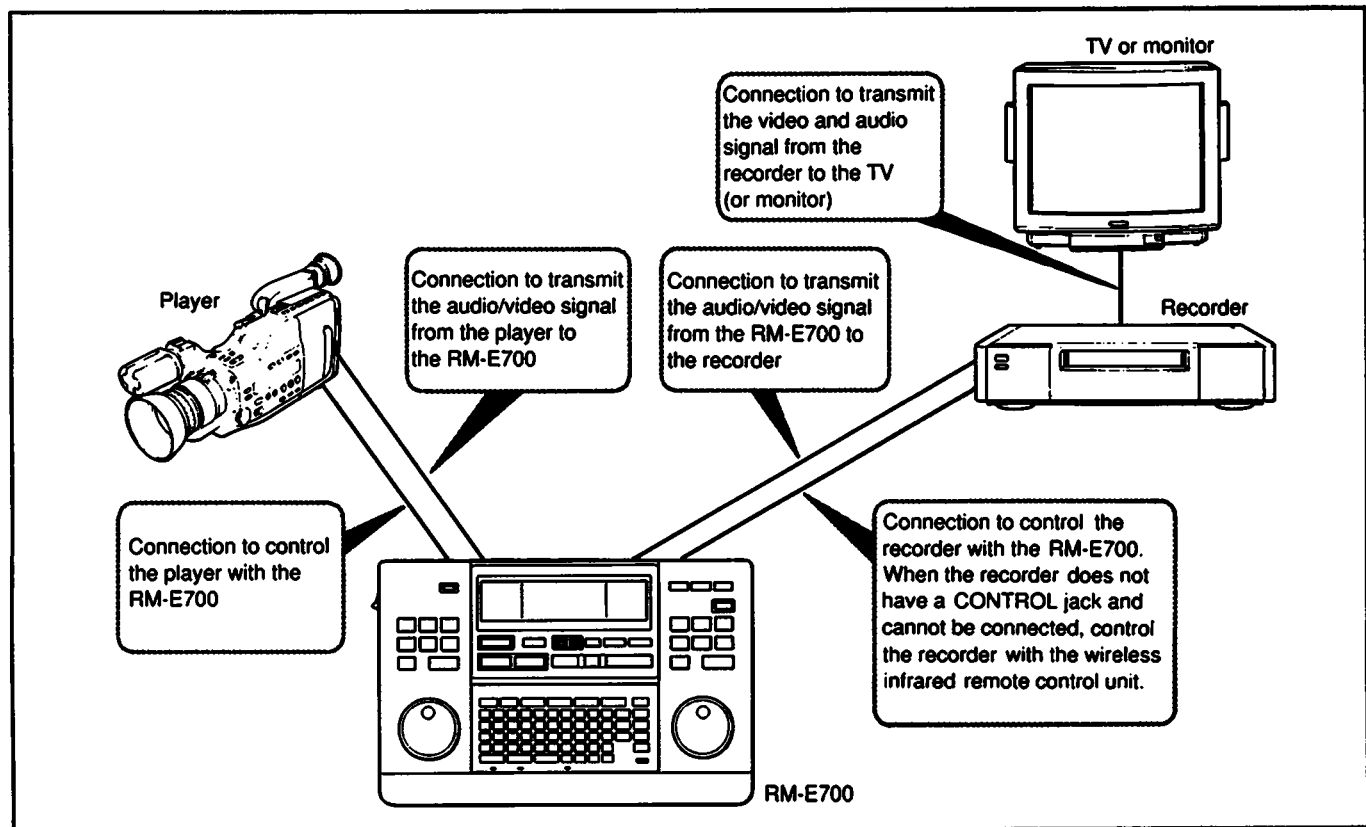
- Keep the lithium battery out of the reach of children. Should the battery be swallowed, immediately consult a doctor.
- Wipe the battery with a dry cloth to assure a good contact.
- Be sure to observe the correct polarity when installing the battery.
- Do not hold the battery with metallic tweezers, otherwise a short-circuit may occur.

WARNING

Battery may explode if mistreated.
Do not recharge, disassemble or dispose of in fire.

Before You Connect

To use the RM-E700, connect the RM-E700 with the player, recorder and TV (or monitor) as follows.

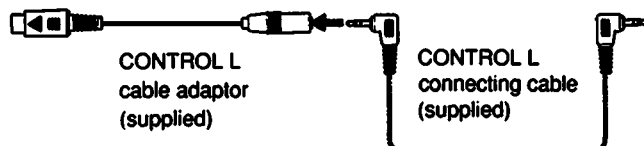


Notes on Connection

- Be sure to turn off the power of the RM-E700, player, recorder and TV (or monitor) before connection.
- Be sure to supply the power to the recorder and the player from a wall outlet using an AC power adaptor. Do not use the battery pack for the power source as they may run out during editing.

Note on the supplied cable adaptors for the CONTROL L jack

When the CONTROL L, REMOTE, or LANC jack is a 5-pin type, use the supplied cable adaptor.



Notes on the connection of the player and the recorder

- Connect the red plug to the audio right jack (red) and the white plug to the audio left jack (white).
- Connect the yellow plug to the video jack (yellow).
- When the player or the recorder is a monaural type, use a monaural A/V connecting cable such as VMC-910MS/920MS (phono plug × 2 ↔ phono plug × 3).
- When both the player and the recorder have the S video jacks, we recommend connecting the S video jacks.
- The signal input to the S video jack is output only from the S video jack. The signal input to the video jack is output only from the video jack. The RM-E700 does not convert the S video signal into the composite video signal or vice versa.

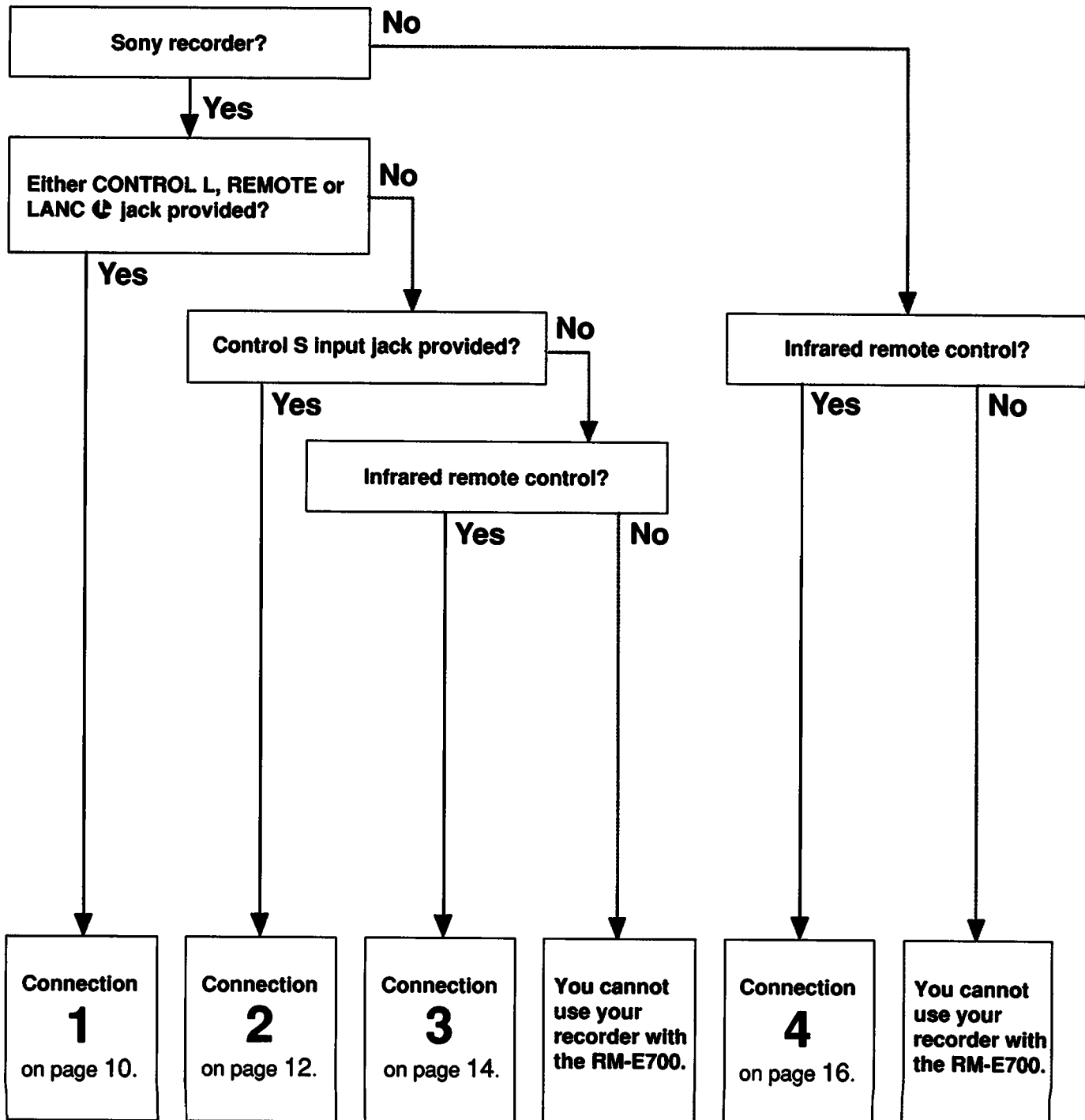
See page 54 for the optional connecting cables.

Finding Out Your Connection

There are 4 ways of connection according to the recorder. Follow the flowchart below to find out the connection for your recorder, then go to the appropriate page. How to connect the RM-E700 with the player, recorder and TV (or monitor) of your case is explained on that page.

Which is the Connection for Your Recorder?

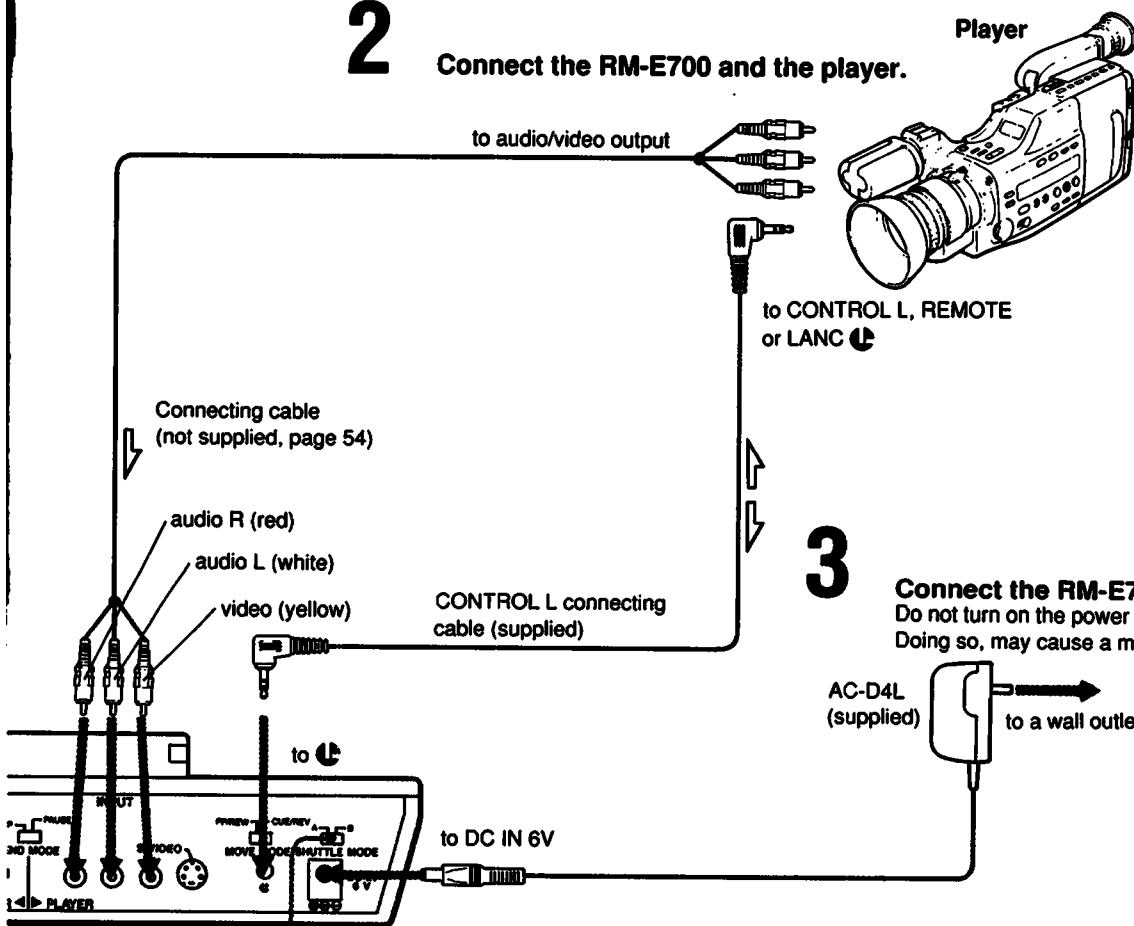
Start here.



Note on models SLV-50, SLV-70HF, SLV-401 and SLV-402VPS

When you use the above model for the recorder, the editing is not possible with the CONTROL L or LANC connection. To edit, use the Connection 2 (Control S connection).

2 Connect the RM-E700 and the player.



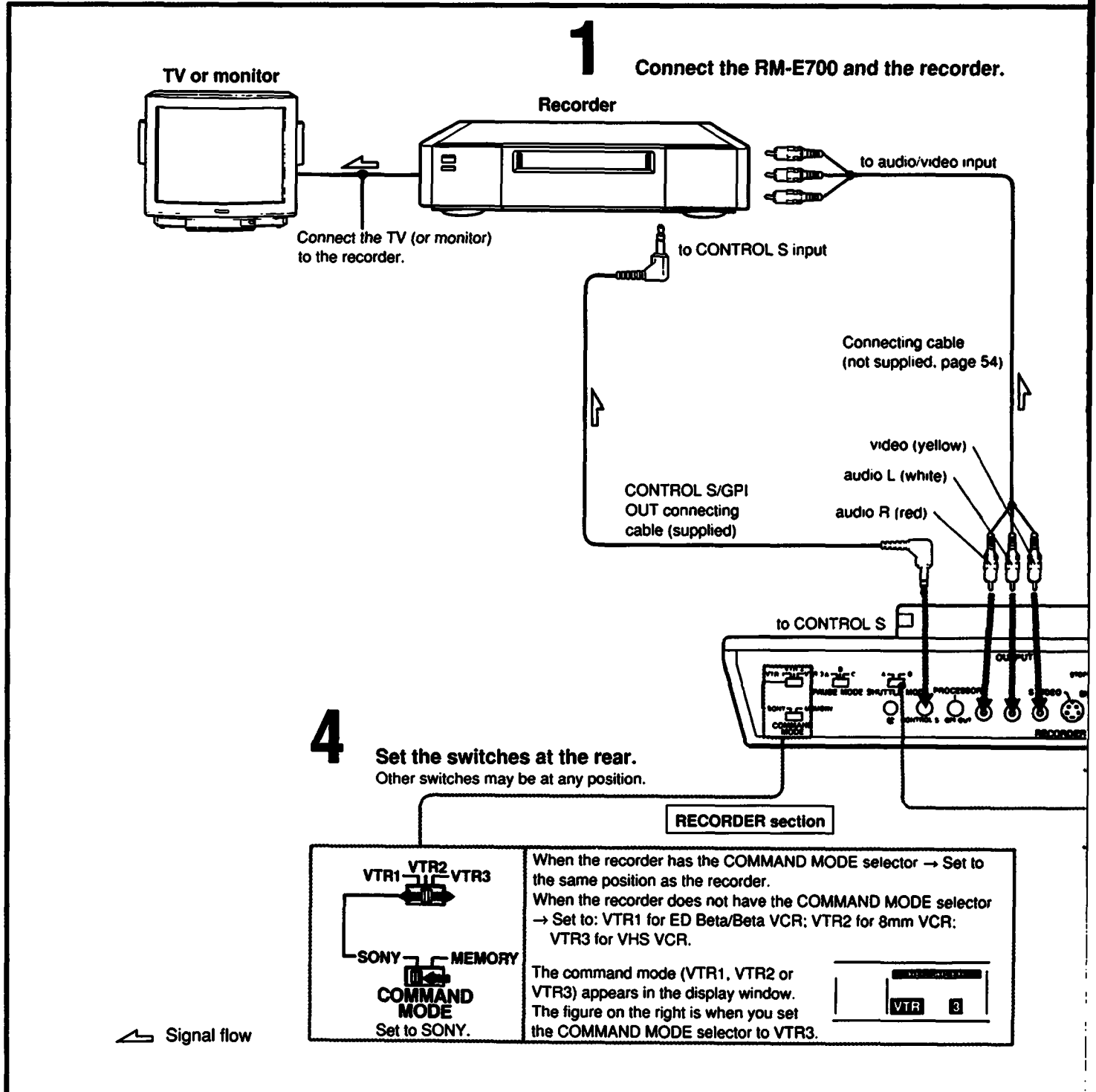
3 Connect the RM-E700 to the power source. Do not turn on the power until you finish all the connections. Doing so, may cause a malfunction.

4 Set the switches at the rear. Other switches may be at any position.

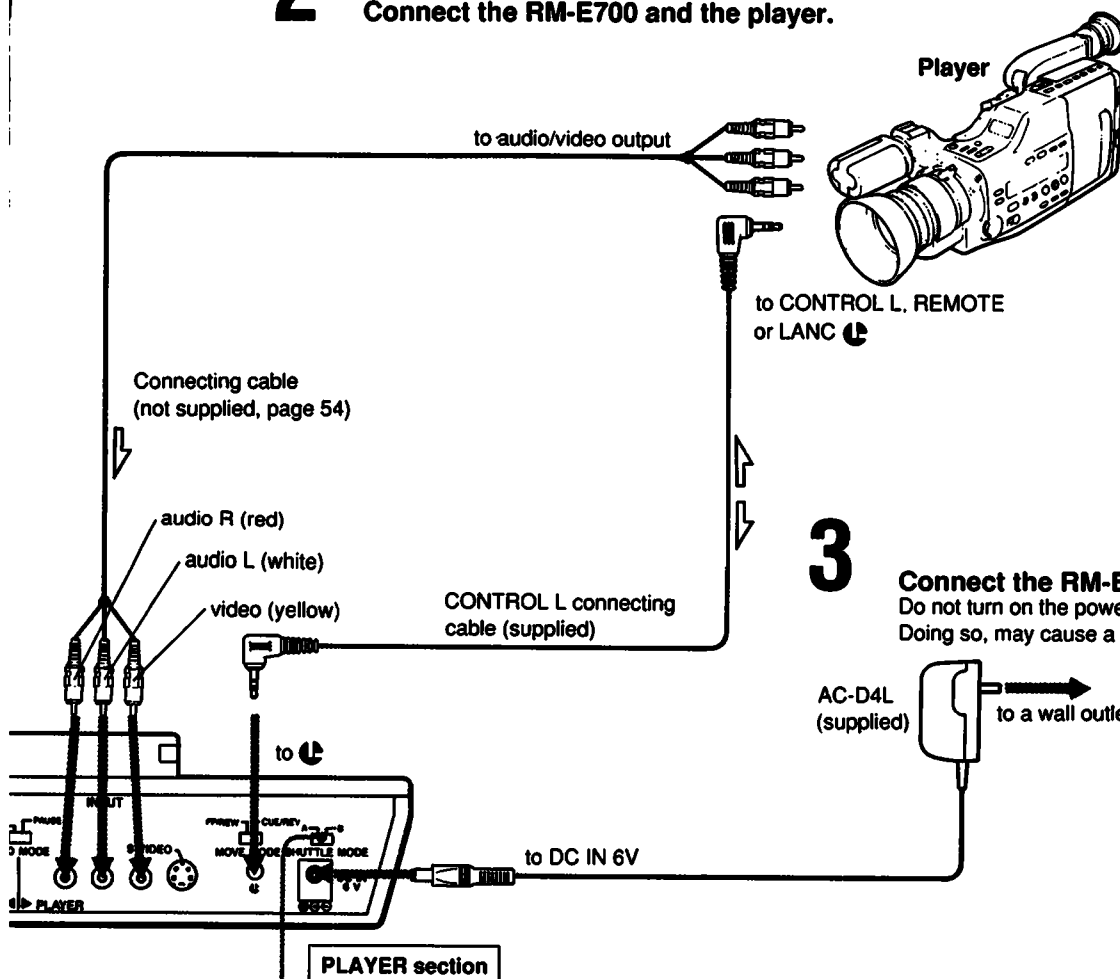
<p>SHUTTLE MODE</p>	<p>When an infrared jog/shuttle remote control unit is not supplied, or it is not available on option to operate your video equipment → Set to A.</p> <p>When an infrared jog/shuttle remote control unit is supplied, or it is available on option to operate your video equipment. → Set to B.</p>
----------------------------	--

Connection 2

Use this connection when you have a Sony recorder with the CONTROL S input jack only. After connection, set the switches at the rear of the RM-E700. When your recorder has the CONTROL S input jack and a CONTROL L, REMOTE, or LANC jack, we recommend using "Connection 1".



2 Connect the RM-E700 and the player.




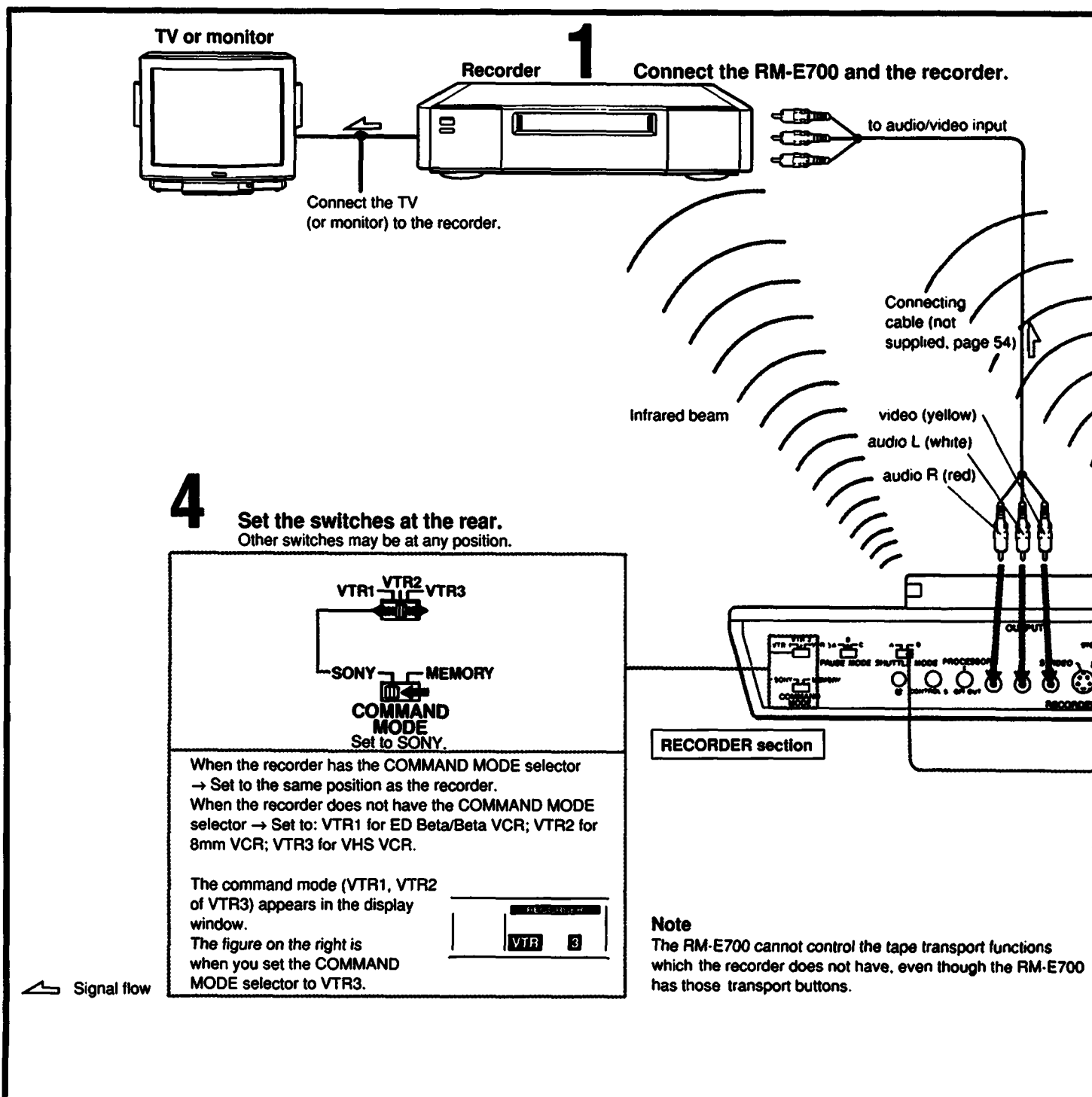
3 Connect the RM-E700 to the power source.

Do not turn on the power until you finish all the connection. Doing so, may cause a malfunction.

<p>SHUTTLE MODE</p>	<p>When an infrared jog/shuttle remote control unit is not supplied, or it is not available on option to operate your video equipment → Set to A.</p>
	<p>When an infrared jog/shuttle remote control unit is supplied, or it is available on option to operate your video equipment. → Set to B.</p>

Connection 3

Use this connection when you have a Sony recorder with the infrared remote control unit, but without the CONTROL L, REMOTE, LANC , or CONTROL S input jack. Control the recorder by transmitting the infrared signal from the RM-E700 to the infrared beam detector of the recorder. After connection, set the switches at the rear of the RM-E700.



Caution

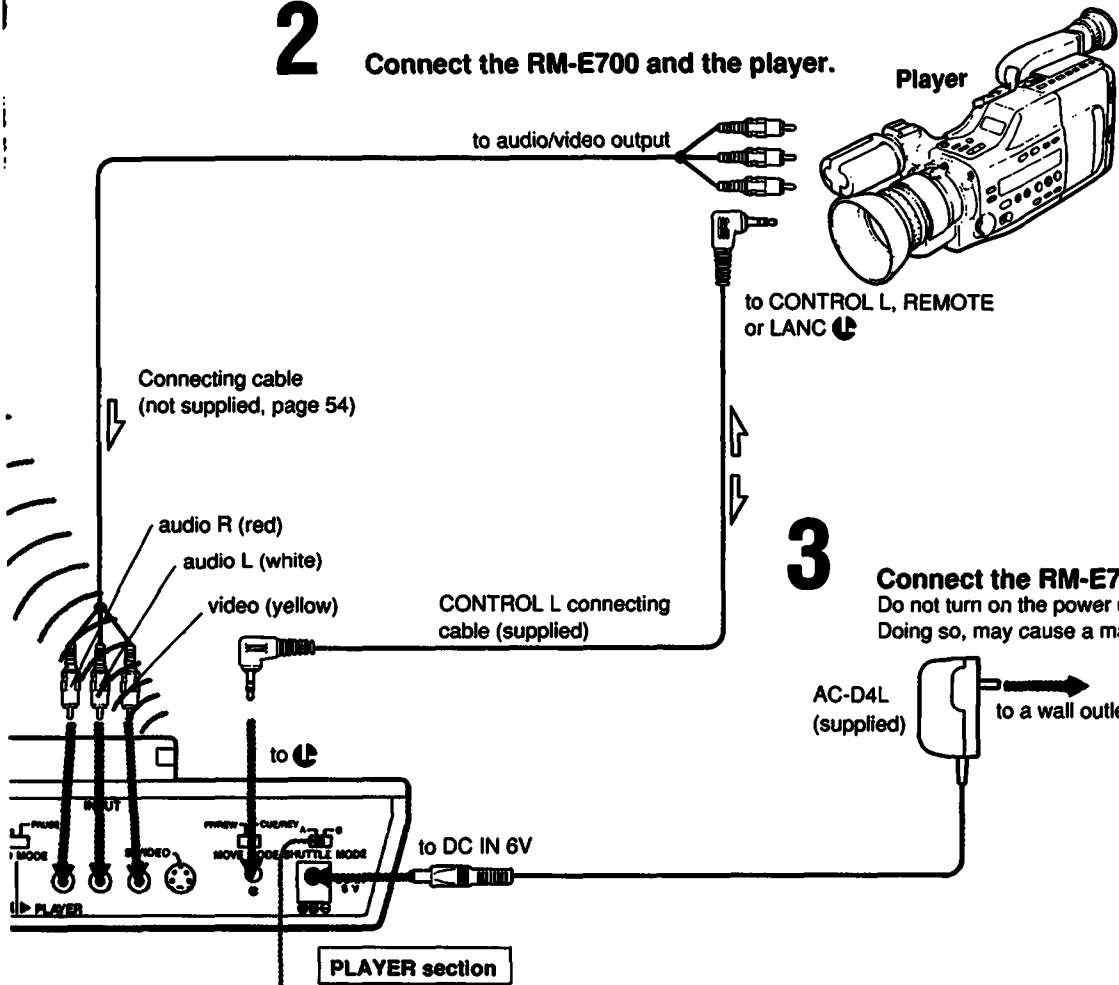
When the player is a video camera recorder or a video cassette recorder controlled by an infrared remote control unit, the player may detect the control signal from the RM-E700 to the recorder, resulting in faulty operation. (At worst, the recorded contents in the tape may be erased.*)

* To protect the recorded contents, set the safety tab to prevent recording or break off the tab.

When the player has the infrared beam detector:

- Set the command mode selector on the player to OFF, or to a different position from that of the recorder.
- Or,
- When the player does not have the command mode selector, cover its infrared beam detector with thick black paper.

2 Connect the RM-E700 and the player.

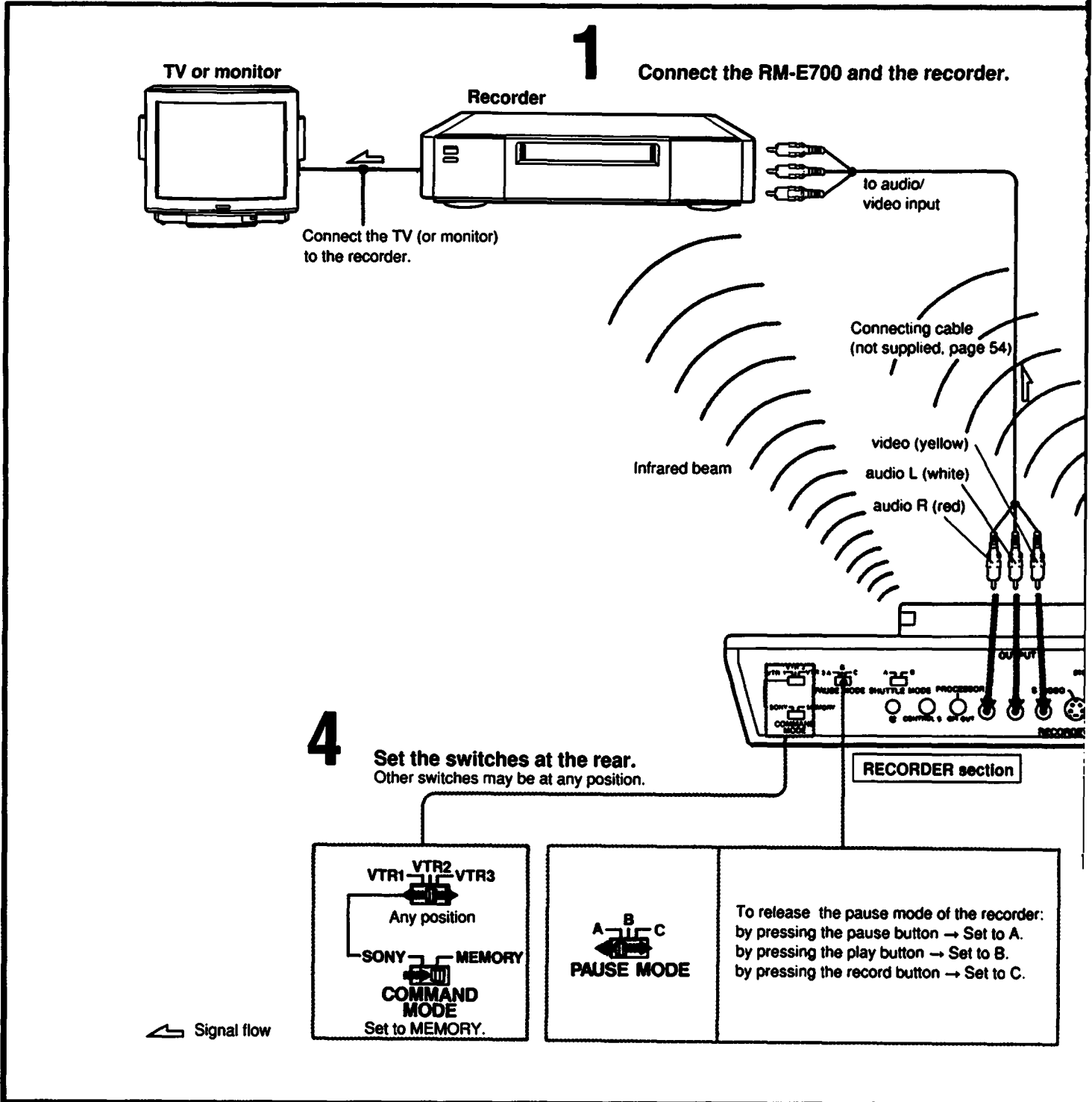


3 Connect the RM-E700 to the power source. Do not turn on the power until you finish all the connections. Doing so, may cause a malfunction.

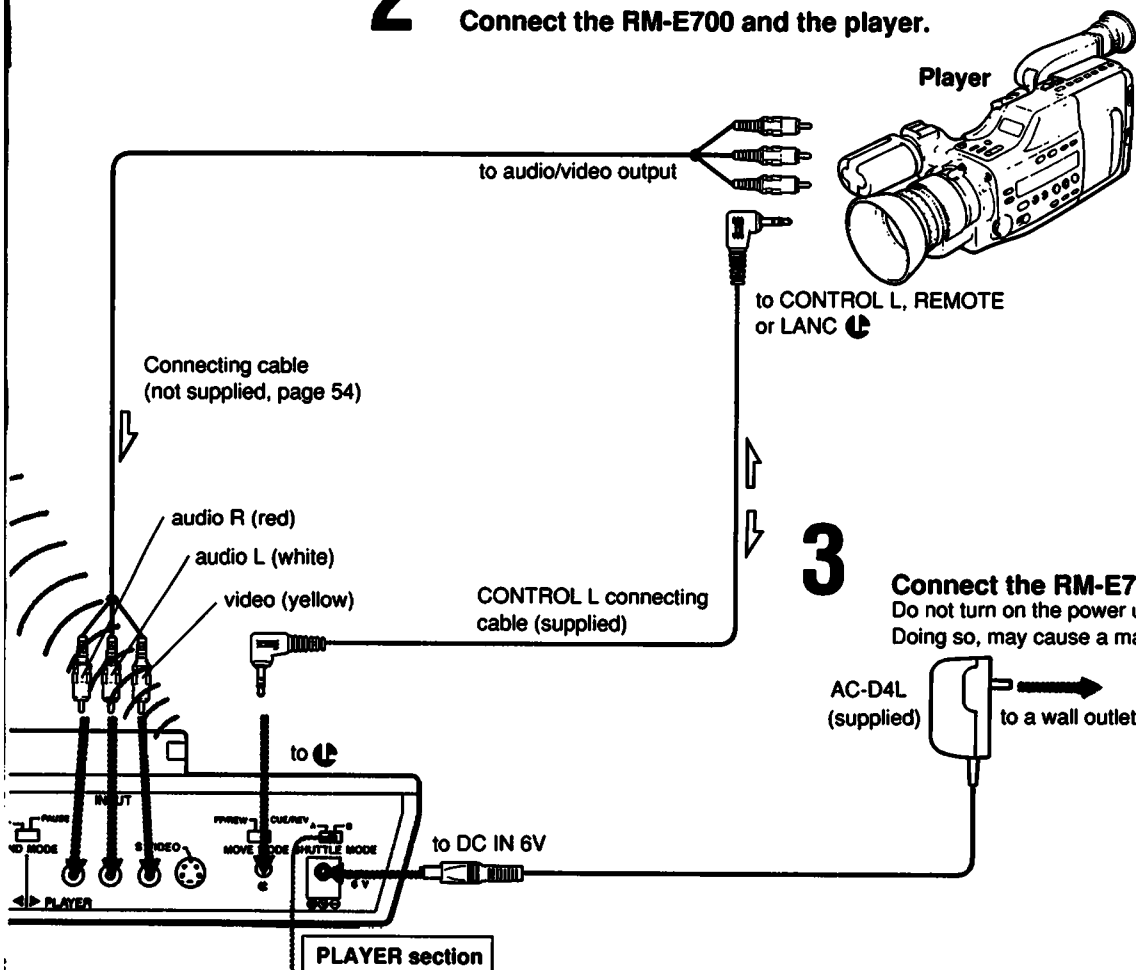
<p>SHUTTLE MODE</p>	<p>When an infrared jog/shuttle remote control unit is not supplied, or it is not available on option to operate your video equipment → Set to A.</p>
	<p>When an infrared jog/shuttle remote control unit is supplied, or it is available on option to operate your video equipment → Set to B.</p>

Connection 4

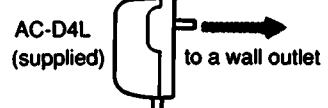
Use this connection when you have another manufacturer's recorder with an infrared remote control unit. After connection, set the switches at the rear of the RM-E700, and then store the tape transport functions of the recorder's remote control unit. For the store operation, see page 18.



2 Connect the RM-E700 and the player.



3 Connect the RM-E700 to the power source. Do not turn on the power until you finish all the connections. Doing so, may cause a malfunction.



to DC IN 6V

PLAYER section

 SHUTTLE MODE	When an infrared jog/shuttle remote control unit is not supplied, or it is not available on option to operate your video equipment → Set to A.
	When an infrared jog/shuttle remote control unit is supplied, or it is available on option to operate your video equipment → Set to B.

You cannot use the jog/shuttle dial of the RECORDER section to operate a video quipment of other manufacturers.

Continued on next page

Storing the Functions of the Remote Control Unit in the RM-E700

When you use an other manufacturer's recorder, store the control signal of the tape transport, so that the RM-E700 can operate the recorder.
However, you cannot use the jog/shuttle dial to operate the recorder.

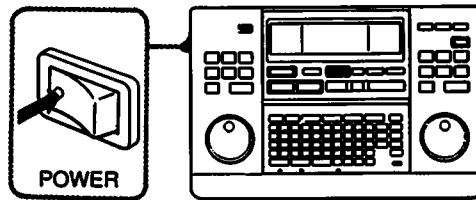
To avoid mistakes in editing, store at least the following six functions of the remote control unit on the same button of the RM-E700.

▶ (playback), REC (recording), STOP, || (pause), ▶▶ (fast-forward), ◀◀ (rewind)

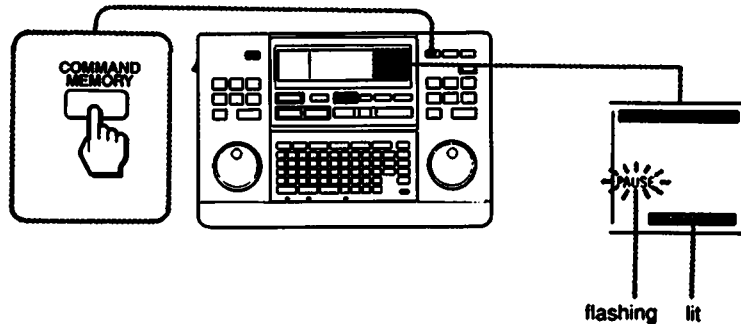
Operation

Point the remote control unit of the recorder at the infrared beam detector of the RM-E700.

- 1** Turn on the power of the RM-E700.



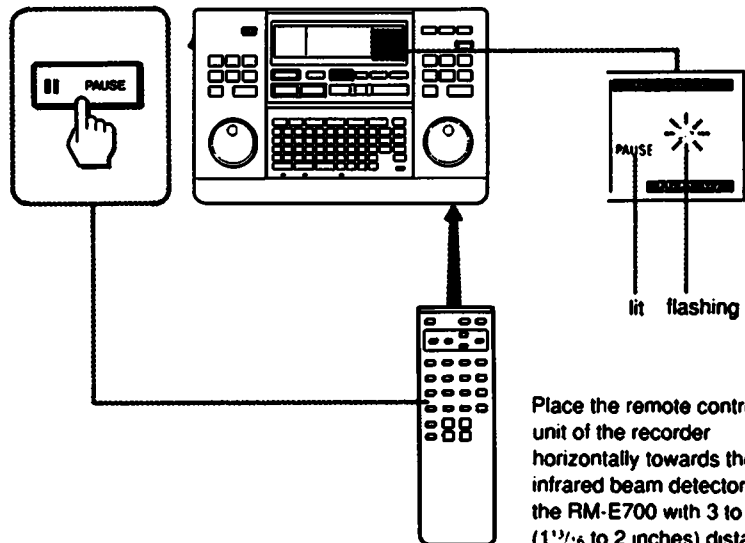
- 2** Press the **COMMAND MEMORY** button.
 The RM-E700 enters the learning mode.
 The **MEMORY** indication lights up, and the **PAUSE** indication flashes in the display window.



- 3** While **PAUSE** is flashing, keep pressing the **||** button of the remote control unit of the recorder. When **PAUSE** lights up, release the **||** button.
 The RM-E700 has learned the pause function. Then ▶ (playback) flashes.

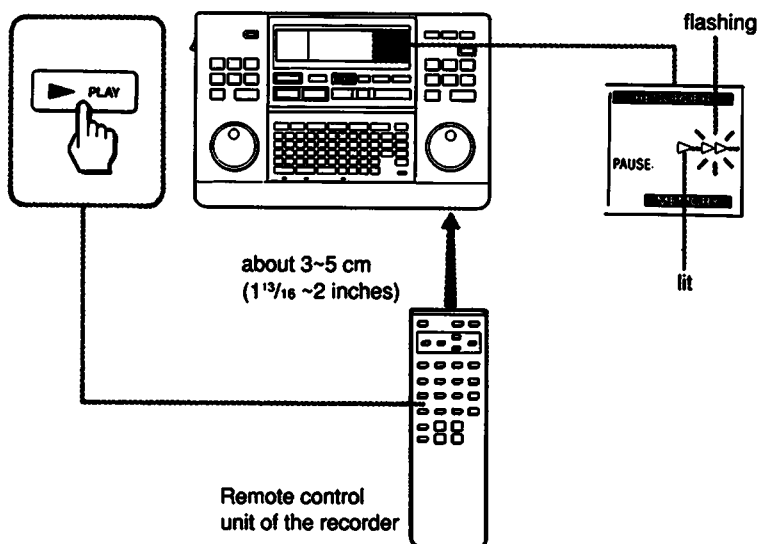
Notes

- During the learning operation, do not move the RM-E700 and the remote control unit.
- Press the button firmly for more than 3 seconds until the indication changes from flashing to lighting steadily. Then wait for 1 second after the next indication starts flashing, and store the next function.



Place the remote control unit of the recorder horizontally towards the infrared beam detector of the RM-E700 with 3 to 5 cm (1 1/4 to 2 inches) distance.

4 While ▷ is flashing, keep pressing the ► button of the remote control unit of the recorder. When ▷ lights up, release the ► button. The RM-E700 has learned the playback function. Then ▷▷ (fast-forward) flashes.



5 Repeat step 3 or 4 to store the functions of other buttons. The indicator flashes in the order of:
 ▷▷ (fast-forward) → ◀◀ (rewind) → STOP → REC (recording) → ◻▷ (frame advance playback) → ▷ (slow speed playback) → x2 (double speed playback)
 When the RM-E700 has learned all the functions, the learning mode is cancelled after 3 seconds.

6 Check that the recorder operates correctly by pressing the buttons of the RECORDER section. If the recorder does not operate correctly, try again from step 2.

Notes

- To turn off the power of the RM-E700, first turn the POWER switch off, then disconnect the AC power adaptor from the RM-E700. If you do this in the reverse order, the stored data will be erased, and the lithium battery will be consumed quickly.
- The RM-E700 cannot store the functions of some remote control units such as those using supersonic waves.

Press the button within 30 seconds

Press the button within 30 seconds while the indication is flashing. Otherwise the indications disappear and learning mode is canceled. In this case, try again from step 2.

When the remote control unit of the recorder does not have the same button as the flashing indication

You can store any desired function for the flashing button. Press the desired button.

To cancel the learning operation

Repeat pressing the COMMAND MEMORY button until the x2 indication flashes. Press the COMMAND MEMORY button again.

To erase the stored function

Press the AC button while the MEMORY indication is on.

To change the stored function

Repeat pressing the COMMAND MEMORY button until the indication to be changed appears. Press the button of the function to be stored instead. The previous function is erased.

Notes

- Do not press another button until the indication stops flashing.
- During the learning operation, you cannot control the player and recorder with the RM-E700.
- When the power is turned off during the learning operation, the stored data will be erased.

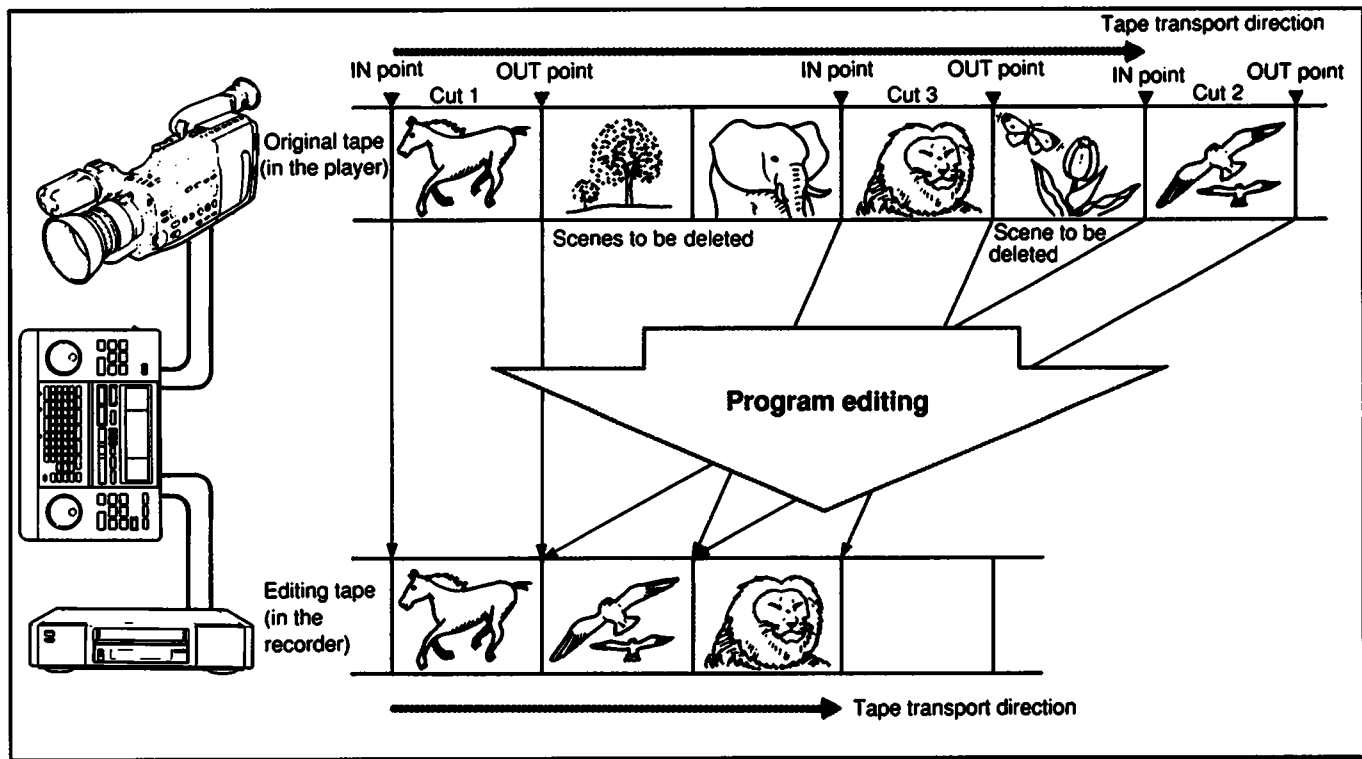
Before You Begin

What is Program Editing?

Editing means to make a new tape from a prerecorded tape by deleting the unnecessary scenes and allocating the necessary scenes in the desired order.

The words used in this operating instructions are specified as follows:

Cut	The each scene to be allocated for editing
IN point	The start point of a Cut
OUT point	The end point of a Cut
Program	The group of Cuts of desired length and allocation
Program editing	The automatic editing function of the RM-E700 performed by pressing the PGM (program) EDIT button after making the program.



- To adjust the lag between the program and edited tape caused by the start time of the recorder or recording pause mode, refer to the supplied brochure:How to use the "Timing Adjustment" section of the Demonstration Tape.

The number of Cuts you can program

You can program up to 20 Cuts for one program editing. If you use a video equipment with the RC time code recording function such as a CCD-V800/V800E/V801 for the player and edit by the RC time code, you can program up to 99 Cuts.

Indications during frame-by-frame playback, slow playback and double speed playback

The following indications appear in the display window of the PLAYER section.

Direction Playback	Forward playback	Reverse playback
Frame-by-frame	■▷ and ▷	■▷ and ◁
Slow	▷ and ▷	▷ and ◁
Double speed	×2 and ▷	×2 and ◁

Notes on the video equipment with the RC time code recording function

When you use the video equipment with the RC time code recording function for the player, observe the following:—

- To perform editing using the RC time code, rewriting the time code from the beginning to the end of the tape is recommended. Otherwise accurate editing by designating the IN point and OUT point by frame is not possible.
- The RC time code is not compatible with the time code of products for institutional use or that of other manufacturers. When editing the tape with a time code other than the RC time code, rewrite the RC time code in the tape first.

Note on operation

During the editing operation, wait for about 1 second between operating each button. This could help to avoid errors.

Preparation before Program Editing

To perform the program editing, prepare the player and the recorder as follows.

Player

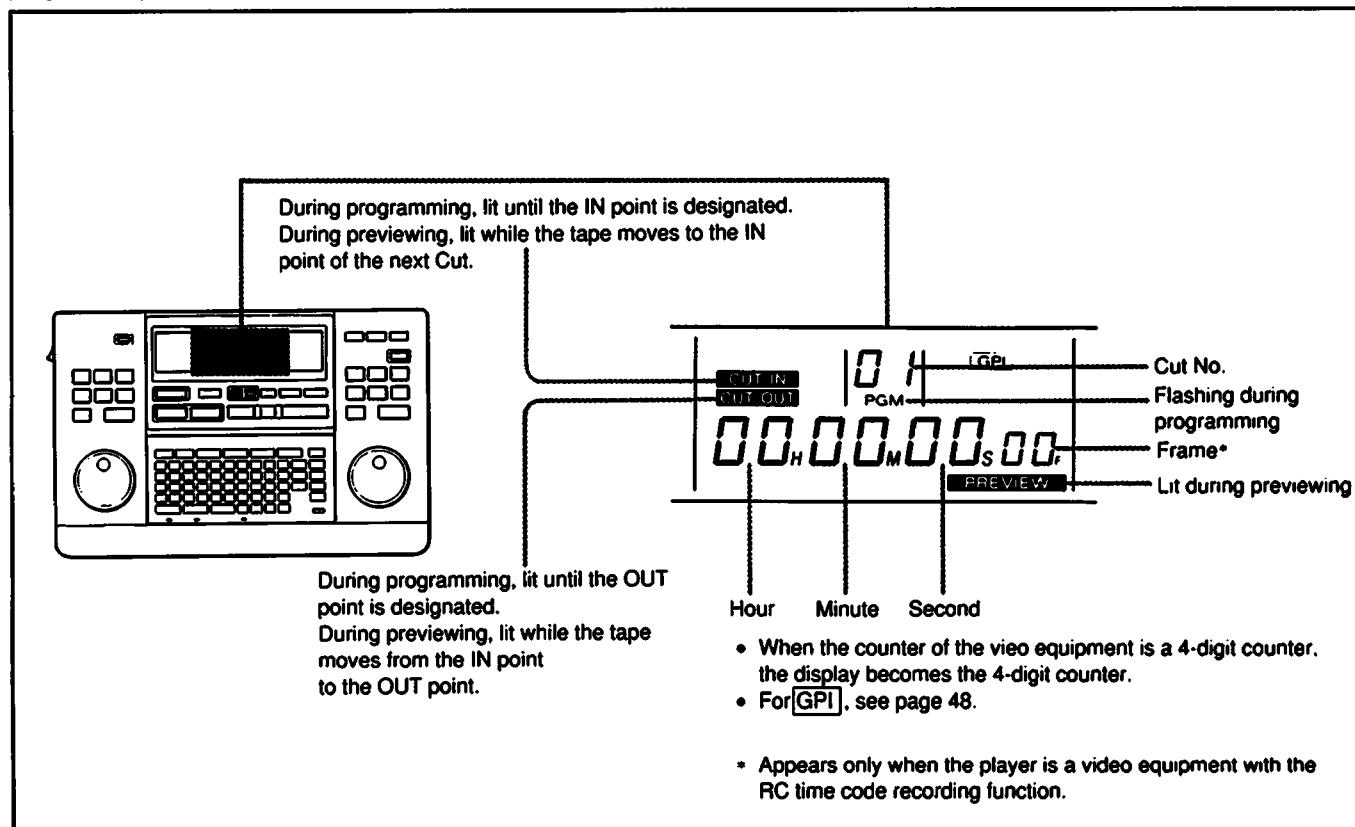
- Insert the original tape.
- When the player has an input/output selector for the audio/video jack, set it to output.
- When the player has an edit switch, set it to on. It prevents the picture from deteriorating.
- Set the power switch to VTR (PLAYER).
- When the player has a remote control unit, set so that the player is not operated by the remote control unit.
- When the player has an M/S selector, set to S.

Recorder

- Insert a tape which is ready to be recorded. (Check the position of the safety tab to prevent recording.)
- Set the input selector to LINE IN.
- Make the necessary settings for recording mode, recording level, etc. (For details, refer to the instruction manual of the recorder.)
- When the recorder has an M/S selector, set to S.

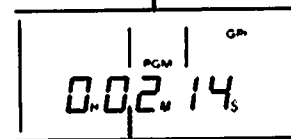
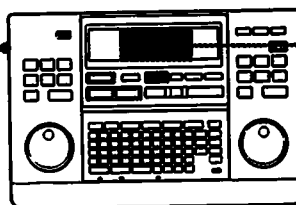
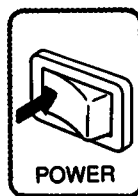
Program Editing—To Edit Scenes in Succession

The following indications appear during programming and previewing. The error messages appear when the programming was not performed correctly (page 52).



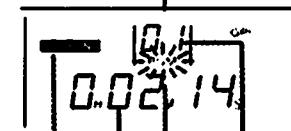
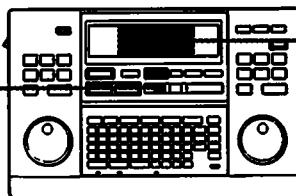
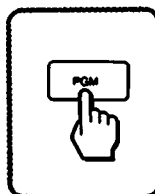
Operation 1 Set to Programming Mode.

1 Turn on the power on this unit.
 The current counter of the player appears.



Current counter of the player

2 Press the PGM button.
 The IN point of the previously designated Cut 1 (when no designation, —) appears for about 3 seconds, then the current counter of the player appears. In the display window, PGM flashes, CUT IN and 01 light. The RM-E700 now accepts the designation of the Cut 1 IN point.

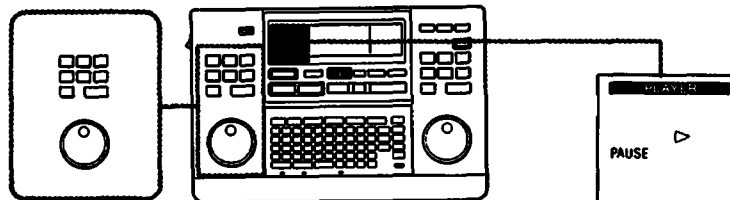


lit Current count lit
 flashing
 of the player

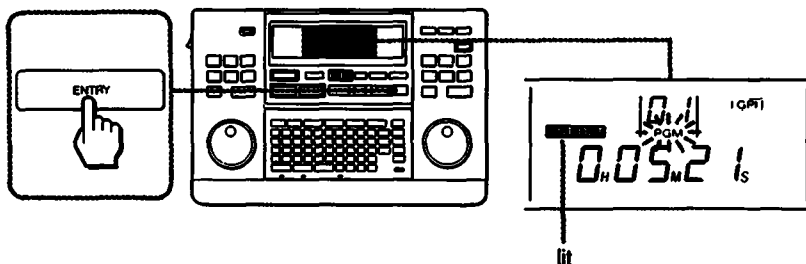
Operation 2 Designate the IN point of the Cut.

1 Locate the IN point of Cut 1 (1st Cut) using the tape transport buttons and jog/shuttle dial of the PLAYER section, and set the player to the playback pause mode at the IN point.

More than about 15 seconds (about 15 counts for the 4-digit counter) of the counter reading is necessary from the beginning of the tape to the IN point.



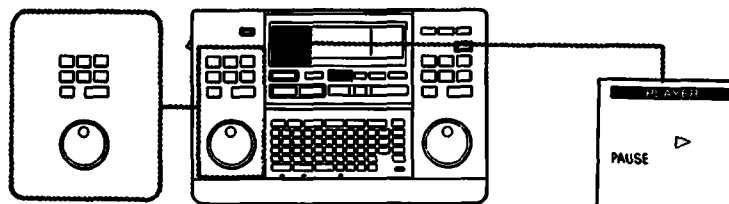
2 Press the ENTRY button. The IN point of Cut 1 has been designated. In the display window, CUT IN disappears and CUT OUT lights. The RM-E700 now accepts the designation of the Cut 1 OUT point.



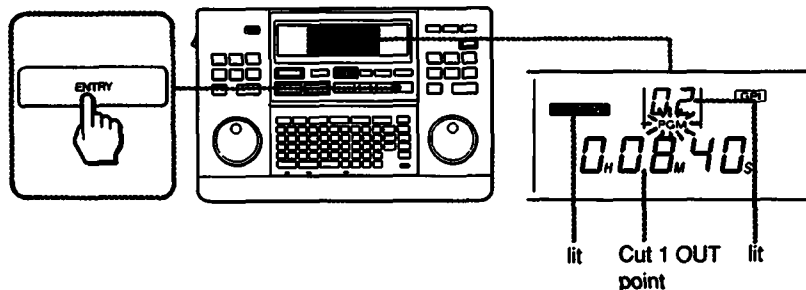
Operation 3 Designate the OUT point of the Cut.

1 Locate the OUT point of Cut 1 using the tape transport buttons and jog/shuttle dial of the PLAYER section, and set the player to the playback pause mode at the OUT point.

More than about 3 seconds (about 3 counts for the 4-digit counter) of the counter reading is necessary from the OUT point to the end of the tape.



2 Press the ENTRY button. The OUT point of Cut 1 has been designated. In the display window, CUT OUT disappears, CUT IN and 02 light. The RM-E700 now accepts the designation of the Cut 2 IN point.

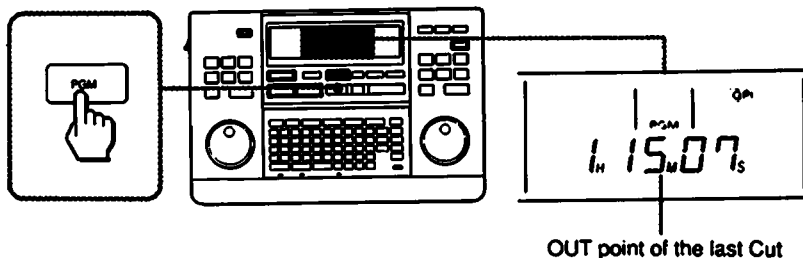


Continued on next page

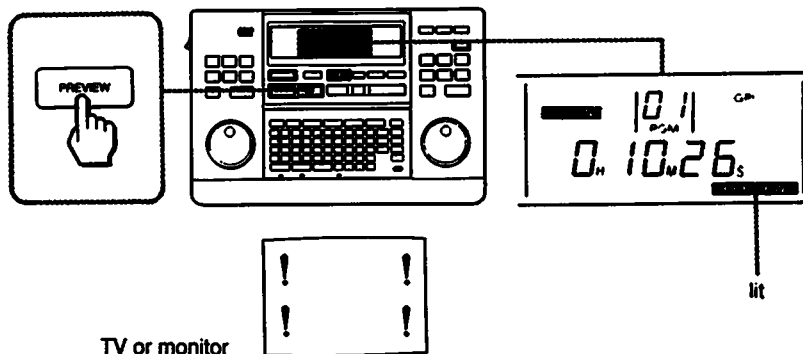
Operation 4 Repeat Operations 2 and 3 to designate the other Cuts.

Operation 5 Finish the designation of the Cuts.

- 1** After designating all Cuts, press the PGM button. In the display window, PGM turns from flashing to lighting steadily. The program has been designated.

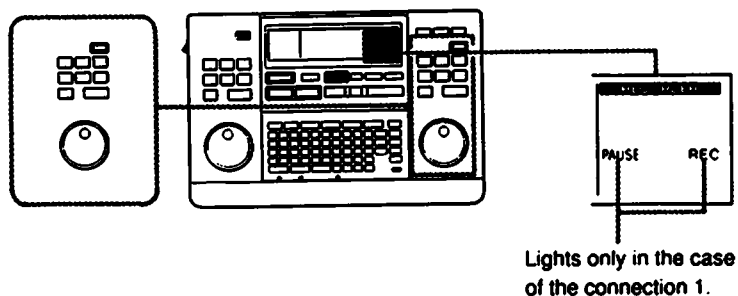


- 2** To preview the program, press the PREVIEW button. (If you do not want to preview, skip this step.) The tape is played back and exclamation marks (!) appear at the corners from the IN point to the OUT point of the designated Cut. When you are using the RC time code, the tape stops momentarily with some frames' delay. To stop preview, press the PREVIEW button or the STOP button of the PLAYER section. To change the IN and OUT points, see page 27.

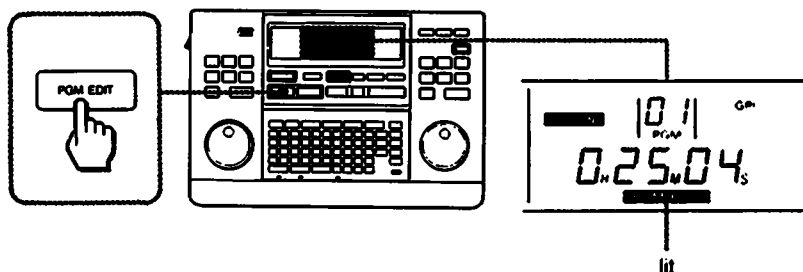


Operation 6 Perform the program editing.

- 1** Locate the editing start point using the tape transport buttons and jog/shuttle dial of the RECORDER section, and set the recorder to the recording pause mode.



- 2** Press the PGM EDIT button. PGM EDIT lights in the display window, and the RM-E700 starts program editing automatically.



Notes

- The program editing is not possible when the maximum recording pause mode period of the recorder is shorter than the transporting time from a Cut to the next Cut of the original tape in the player.
- After programming, do not take the original tape out of the player until the program editing is performed.

To stop program editing

Press the PGM EDIT button.
 Or, press the ■ STOP button of either the PLAYER or RECORDER section.

Note on recording pause mode

For some types of recorders, you must press the record button in the playback pause mode to enter the recording pause mode.

To reset the counter of the player to 00h00m00s (00 00)

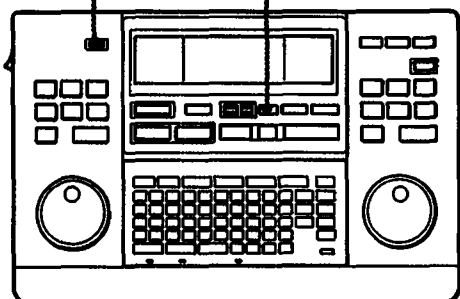
Press the COUNTER RESET button.
 When you edit by the RC time cord, the COUNTER RESET button does not operate.

To check the total program time

When the counter of the player shows the hour/minute/second indication, you can check the total program time together with the designated cut numbers until the last programmed Cut.
Press the LAP button.
 In the display window, 01 and the time of Cut 1 appear, then the Cut numbers from 2 and the total program time until the displayed Cut number appear every 1 second in sequence. Meanwhile, the TOTAL LAP indication appears. After the time of all the designated Cuts is shown, the Cut number indication disappears and the total program time remains.

To turn off the total program time, press the LAP button again. The RM-E700 returns to the programming mode.

COUNTER RESET button LAP button



How the player operates during the program editing or previewing

During the program editing or previewing, the player starts to playback from about 15 seconds (about 15 counts for the 4-digit counter) before the IN point. The player stops at about 2 seconds (about 2 counts for the 4-digit counter) after the OUT point.

Using the MOVE MODE selector at the rear, you can select tape transport mode between the Cuts. Set the MOVE MODE selector before the program editing or previewing.

- **To fast-forward or rewind the tape, set to FF/REW.**
 When the interval between the Cuts is within about 1 second, the player performs normal playback or fast-forward/reverse playback.
- **To playback while fast-forwarding or reversing, set to CUE/REV (review).**
 When the interval between the Cuts is within about 15 seconds, the player performs normal playback.

How to use the END MODE selector at the rear

Using the END MODE selector, you can select either the stop mode or pause mode for the player and recorder to be set to after program editing, and for the player to be set to after previewing. Set the END MODE selector before program editing or previewing.

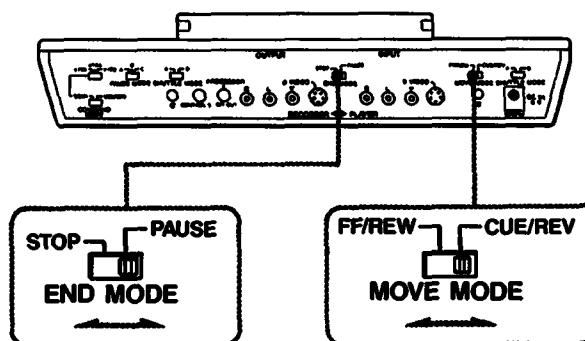
To set to stop mode → Set the END MODE selector to STOP.

To set to pause mode → Set the END MODE selector to PAUSE.

Stop mode is recommended when you may leave the site during program editing or previewing.

Pause mode is recommended when:

- you continue program editing.
- you find out a Cut to be changed during previewing.



Program Editing—To Edit Scenes in Succession

To minimize the lag between the program and the edited tape

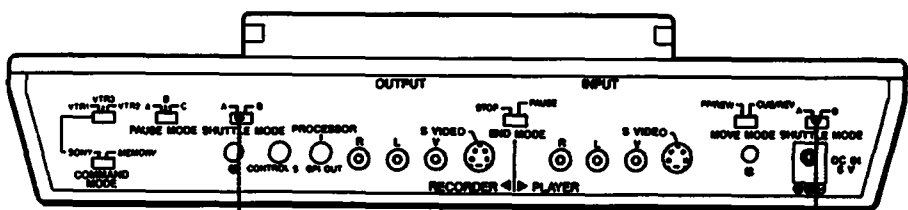
It is inevitable that a lag occurs between the program and the edited tape. There are three causes. One of them is that the IN and OUT points are designated by the counter readings. To minimize the lag by other two causes, we suggest the following.







Cause	Countermeasure
<ul style="list-style-type: none"> The IN and OUT points are set by the counter reading, and there is a lag between the playback picture and the counter reading of the player*. 	<ul style="list-style-type: none"> We recommend using the picture search to designate the IN and OUT points.
<ul style="list-style-type: none"> There is a lag at the start time or at the recording pause of the recorder. 	<ul style="list-style-type: none"> Perform the timing adjustment referring to the brochure: How to use the "Timing Adjustment" section of the Demonstration Tape — for more accurate recording of the IN and OUT points during program editing.

* There is no lag when you edit by the RC time code.

Operating the Jog/Shuttle Dial

The operation is the same for both the jog/shuttle dials of the PLAYER and RECORDER sections. If connection 4 (page 16) is used, you cannot use the jog/shuttle dial of the RECORDER to control the recorder. Select the function using the SHUTTLE MODE selector at the rear.



		Using the shuttle ring	Using the jog dial
	A: When an infrared jog/shuttle remote control unit is not supplied, or it is not available on option to operate your video equipment	playback pause  normal playback fast-reverse playback (review)  fast-forward playback (cue)	You cannot use the jog dial.
	B: When an infrared jog/shuttle remote control unit is supplied, or it is available on option to operate your video equipment	playback pause 1/5-speed reverse playback  1/5-speed playback reverse playback normal playback X2-speed reverse playback  X2-speed playback fast-reverse playback (review) fast-forward playback (cue)	to reverse  to forward

When you cannot set the recorder to the playback pause mode with the jog/shuttle dial, use the || button.

Notes

The jog/shuttle dial may operate wrong in the following cases.

- When you turn the jog/shuttle dial too quickly.
- The jog/shuttle dial may not be operative for the connections other than Connection 1. (page 10)

- When the player or the recorder is slow to react to signals from the remote control unit.
- When you do not need to keep pressing the button of the remote control unit of the video equipment to do the picture search.

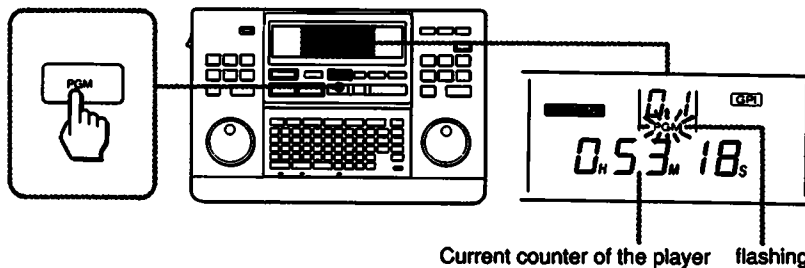
Changing the IN and OUT Points

To change the IN point or the OUT point of a Cut, call up the point to be changed on the screen using the \Leftarrow PGM, PGM \Rightarrow , and GOTO buttons. Then designate the desired point again.

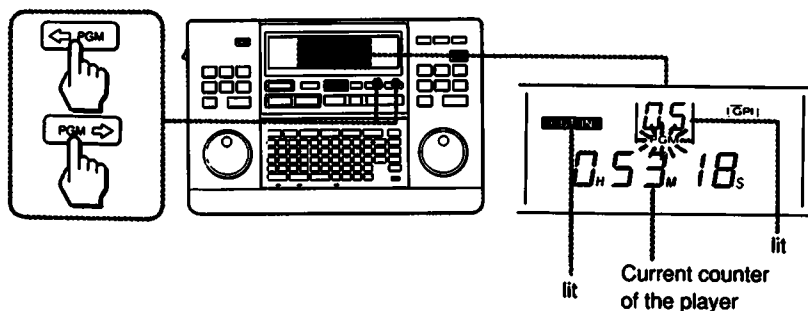
Operation

Let's change the IN point of Cut 5 for example. When changing the IN/OUT point during programming, skip step 1.

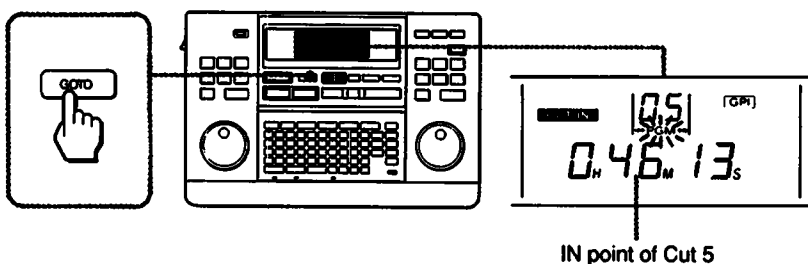
- 1 Press the PGM button.**
The IN point of Cut 1 appears for about 3 seconds, and then the current counter of the player appears.



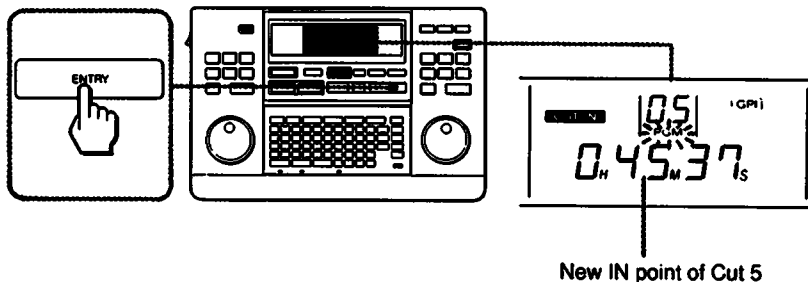
- 2 Press the \Leftarrow PGM or PGM \Rightarrow button until the CUT IN indication for Cut 5 appears.**
The IN point of Cut 5 appears for about 3 seconds, and then the current counter of the player appears.



- 3 Press the GOTO button.**
The player sends the original tape to the IN point of Cut 5 and enters playback pause mode.



- 4 Locate and designate the scene to be replaced as the IN point of Cut 5, using the tape transport buttons and jog/shuttle dial of the PLAYER section.**



How the player operates when the GOTO button is pressed

Using the MOVE MODE selector, you can select the tape transport mode of the player when you press the GOTO button. Set the MOVE MODE selector before pressing the GOTO button. When you edit by the RC time code, there will be the lag of several frames at the stop position.

- To fast-forward or rewind the tape, set to FF/REW. When the current position of the tape is close to the designated IN or OUT point, the player performs normal playback or fast-forward/reverse playback.
- To playback while fast-forwarding or reversing, set to CUE/REV. When the current position of the tape is close to the designated IN or OUT point, the player performs normal playback.

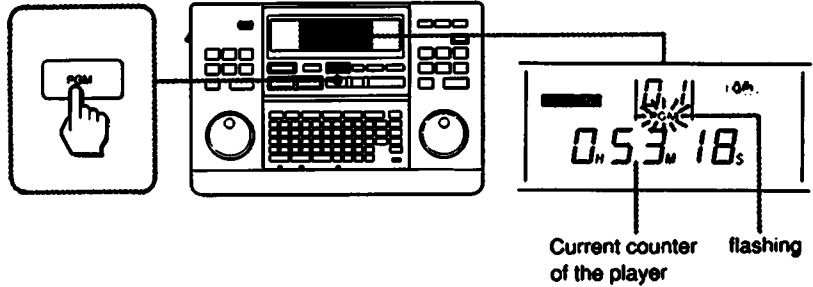
Clearing All Cuts

How to clear all the designated Cuts in the program is explained here. Use this procedure also to clear the previous program.

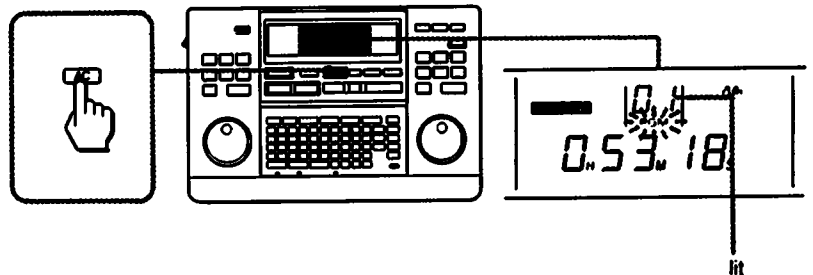
Operation

When clearing all Cuts during programming, skip step 1.

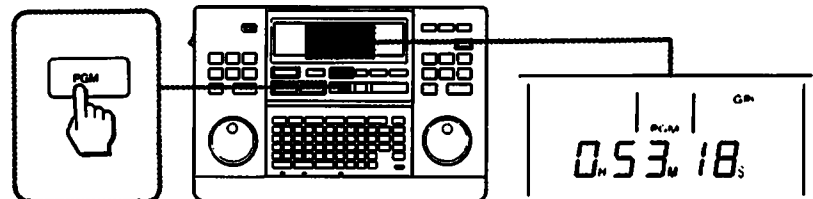
- 1** Press the PGM button.
The IN point of Cut 1 appears for about 3 seconds, and then the current counter of the player appears.



- 2** Press the AC button.
All the designated Cuts are cleared from memory. "-----" appears for about 3 seconds, then the current counter of the player appears. The RM-E700 now accepts the designation of the IN point of Cut 1.



- 3** When you do not want to enter a new program, press the PGM button.



Deleting a Cut

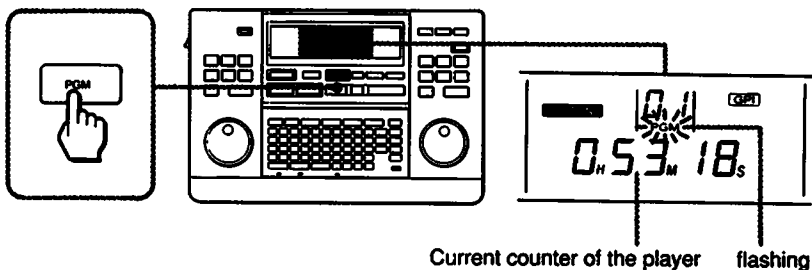
When you want to delete a Cut in the program, first delete the IN point and then the OUT point.

Operation

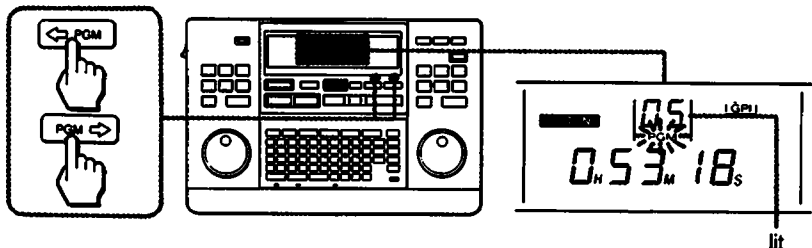
Let's delete Cut 5 for example.

When deleting the Cut during programming, skip step 1.

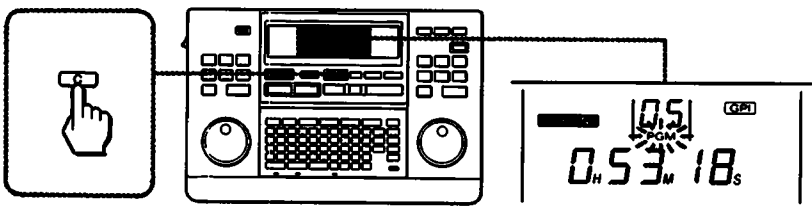
- 1 Press the PGM button.**
The IN point of Cut 1 appears for about 3 seconds, and then the current counter of the player appears.



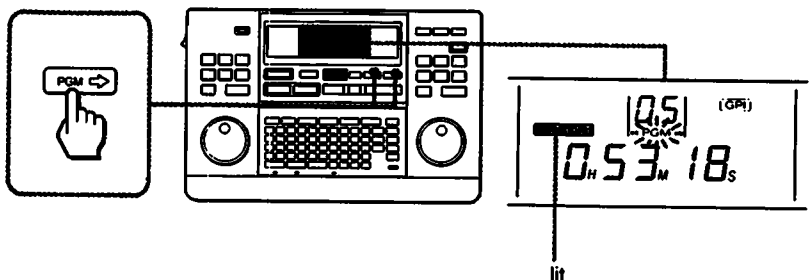
- 2 Repeat pressing the ←PGM or PGM→ button until the CUT IN indication for Cut 5 appears.**
The IN point of Cut 5 appears for about 3 seconds, and the current counter of the player appears.



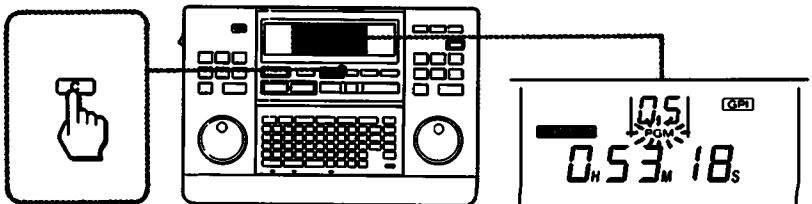
- 3 Press the C button.**
The IN point of Cut 5 is cleared from memory. "-----" appears for about 3 seconds, and then the current counter of the player appears.



- 4 Locate the OUT point of Cut 5 by pressing the PGM→ button.**
The OUT point of Cut 5 appears for about 3 seconds, and then the current counter of the player appears.



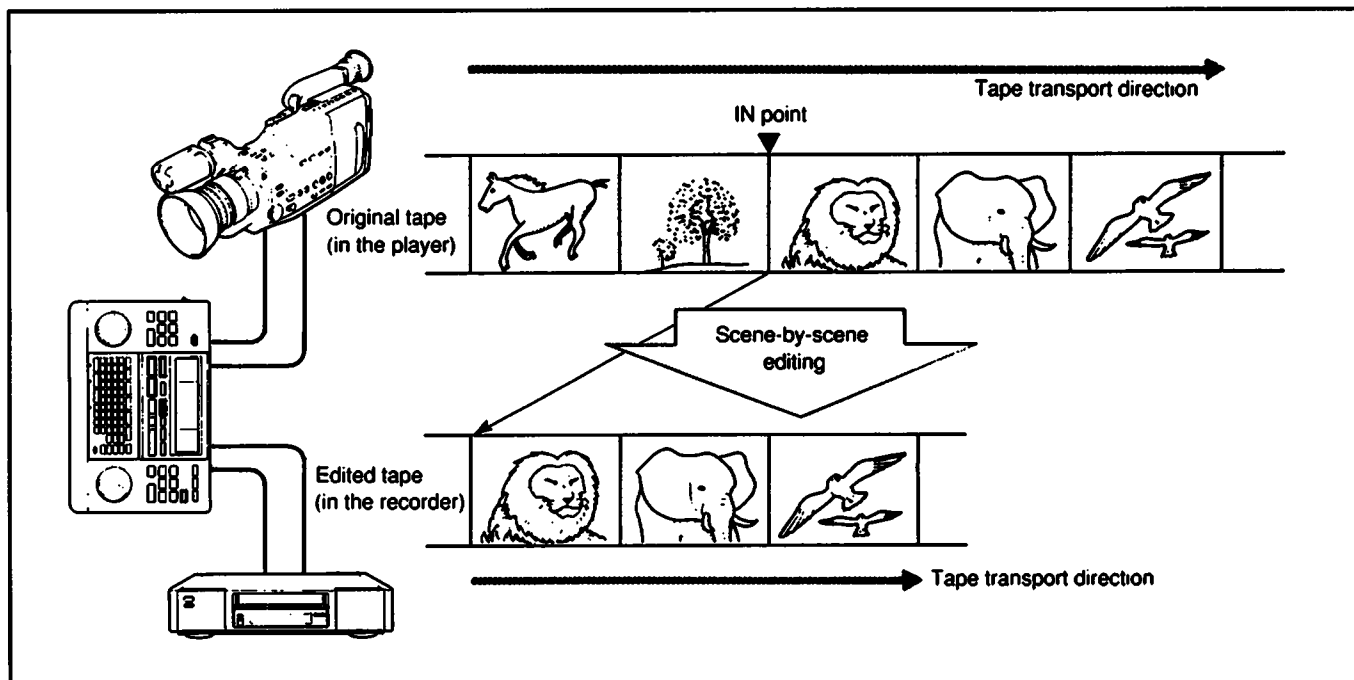
- 5 Press the C button.**
The OUT point of Cut 5 is cleared from memory. "-----" appears for about 3 seconds, and then the current counter of the player appears.



Scene-by-Scene Editing — To Edit Scenes One by One

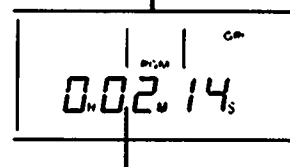
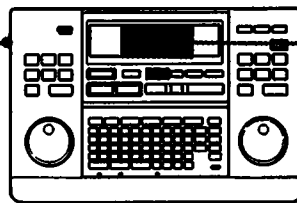
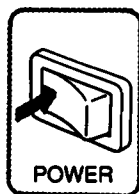
What is Scene-by-Scene Editing?

In scene-by-scene editing, you designate only the IN point of the scene. Then you select and connect the scenes one by one while viewing the picture.



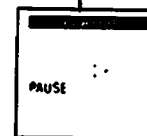
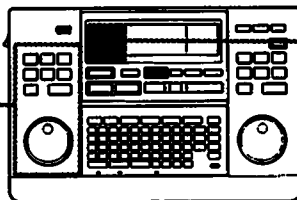
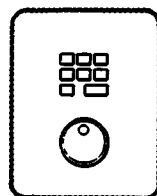
Operation

- 1 Turn the power on this unit.
The current counter of the player appears.

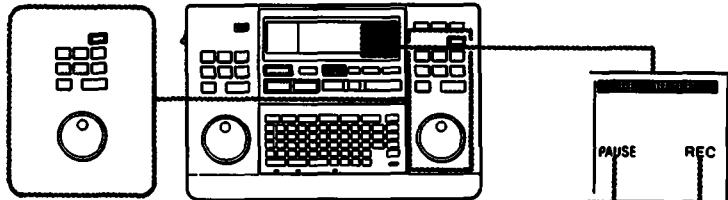


Current counter of the player

- 2 Locate the start point of the desired scene (IN point), using the tape transport buttons and jog/shuttle dial of the PLAYER section, and set the player to the playback pause mode.

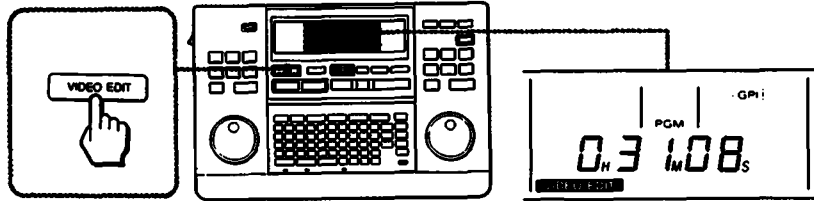


- 3** Locate the start point of the tape to be recorded, using the tape transport buttons and jog/shuttle dial of the **RECORDER** section, and set the recorder to the recording pause mode.

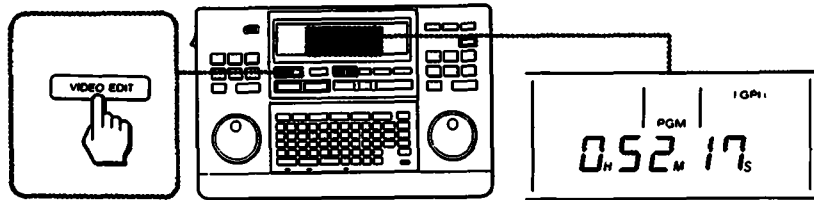


Lights only in the case of the Connection 1.

- 4** Press the **VIDEO EDIT** button. The **VIDEO EDIT** indication lights and the RM-E700 starts scene-by-scene editing. The player rewinds the tape about 15 seconds before the **IN** point and starts playback. The recorder starts recording from the **IN** point.



- 5** Press the **VIDEO EDIT** button at the end of the desired scene. The **VIDEO EDIT** indication turns off. The player continues playback for about 2 seconds and enters the playback pause mode. The recorder immediately enters the recording pause mode. The **END MODE** selector at the rear does not work for scene-by-scene editing.



- 6** Repeat from step 2 to 5.

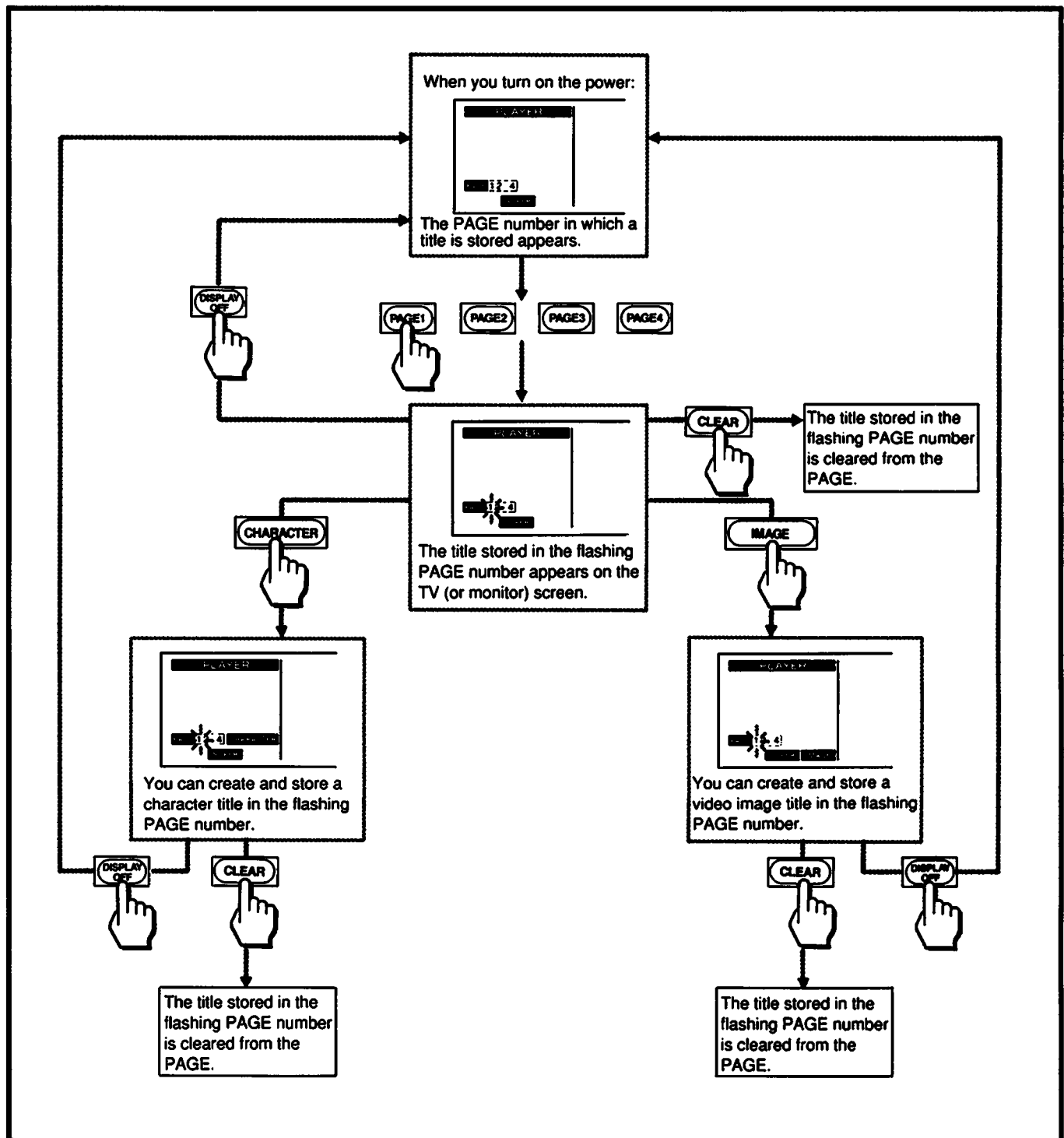
To stop scene-by-scene editing

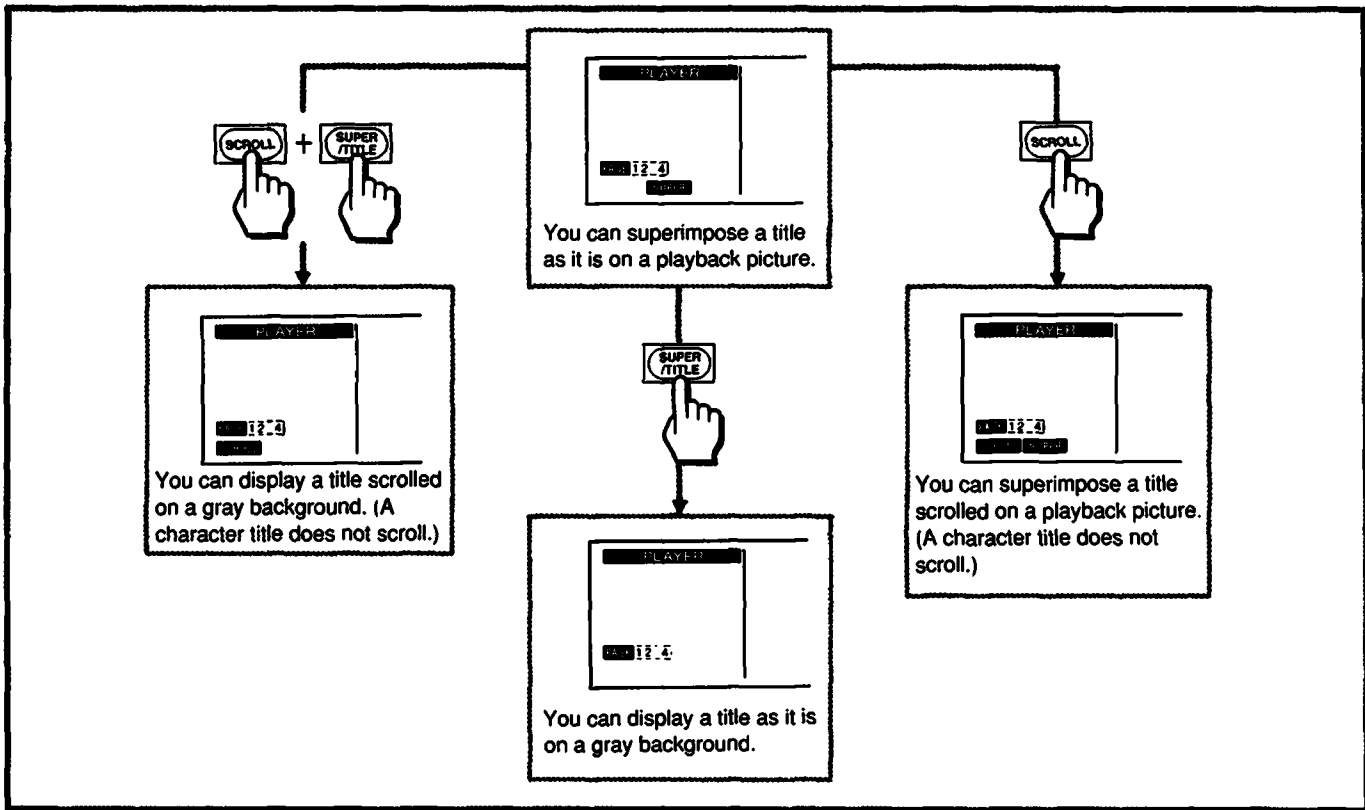
Press the **VIDEO EDIT** button again, or the **STOP** button of the **PLAYER** section.

Creating/Displaying Titles

Creating/Displaying Titles

Indications while creating or displaying the title
You can create 4 pages of titles using either characters or video images, and store one each in PAGE 1 to 4.
The following chart shows what you can do when each indication is on.





Title to be stored in each PAGE

- To store a fine video image, set the **IMAGE 2/4** selector to 2. The density of the video image improves.
- It is possible to store both character and video image titles in one **PAGE**. The character title is overlaid on the video image title.

IMAGE 2/4 selector	Title to be stored in each PAGE			
	PAGE 1	PAGE 2	PAGE 3	PAGE 4
	<ul style="list-style-type: none"> • Character title • Video image 	<ul style="list-style-type: none"> • Character title • Video image 	<ul style="list-style-type: none"> • Character title • Video image 	<ul style="list-style-type: none"> • Character title • Video image
	<ul style="list-style-type: none"> • Character title • Fine video image 	<ul style="list-style-type: none"> • Character title • Fine video image 	<ul style="list-style-type: none"> • Character title 	<ul style="list-style-type: none"> • Character title

Creating a Character Title

Use the title keyboard to create a character title.

How to Use the Title Keyboard

To input a character

After pressing the PAGE and CHARACTER buttons, press the desired letter key.

Check the mode indicators under the CAPITAL, SHIFT and INS buttons.

While the CAPITAL indicator is lit, the title keyboard is in the mode to input capital letters.

While the SHIFT indicator is lit, the title keyboard is in the mode to input the letters on the right part of the key.

While the INS indicator is lit, the title keyboard is in the mode to insert a letter.

To enter each mode, press the CAPITAL, SHIFT or INS button.

To release each mode, press the CAPITAL, SHIFT or INS button again. The indicator turns off.

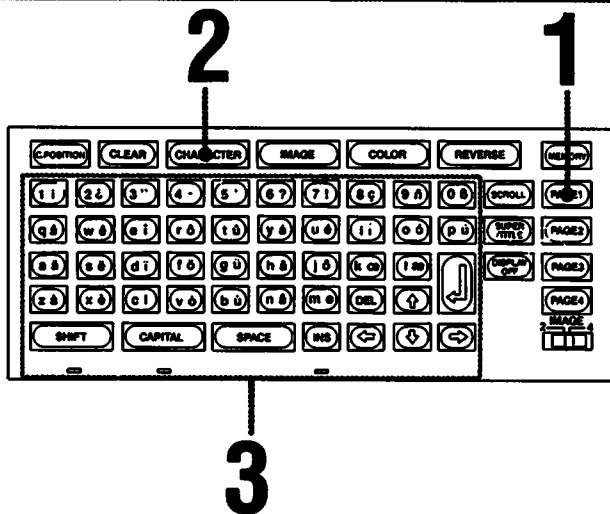
Example

Letter to be input	To input	CAPITAL indicator	SHIFT Indicator	Press:
Lowercase letter or number on the left part of the key	a	Off	Off	a
Lowercase letter on the right part of the key	ä	Off	Lit	a
Capital letter on the left part of the key	A	Lit	Off	a
Capital letter on the right part of the key	Ä	Lit	Lit	a
To put a space between letters	—	—	—	SPACE key
To insert a letter	—	—	—	INS key to turn on the indicator, then letter key
To delete a letter	—	—	—	DEL key
To open a new line	—	—	—	↶ key
To move the cursor	—	—	—	↑, ←, ↓, → keys

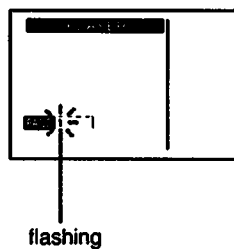
Operation 1 Type the title.

You can type 12 characters per line, and 4 lines per page.
Let's store the following title in PAGE 1, for example.

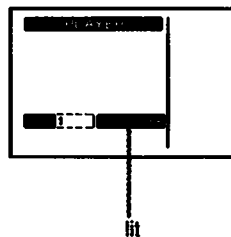
March 1991
Trip to
Greece



1 Press the PAGE 1 button.



2 Press the CHARACTER button.
The CHARACTER indication appears in the display window.
The cursor flashes on the screen of the TV (or monitor).

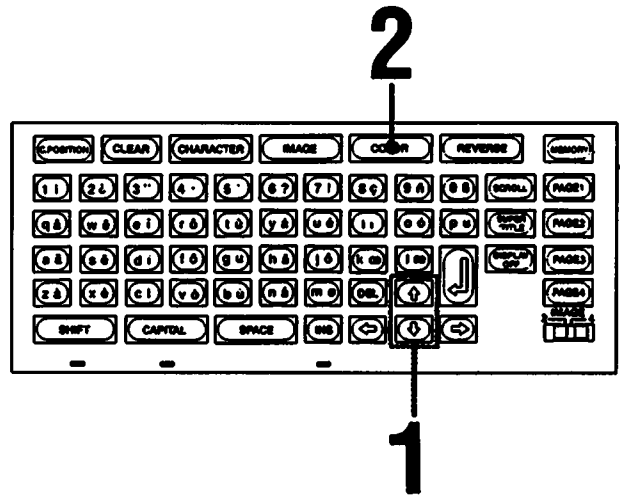
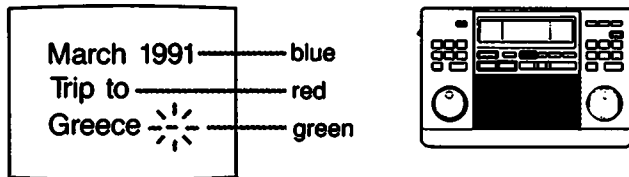


3 Type in a character.
The typed character appears at the cursor position.
The characters are stored automatically.
If you want to change the color and/or position of the title, go to Operations 2 and/or 3. (page 36)

Creating a Character Title

Operation 2 Select the color.

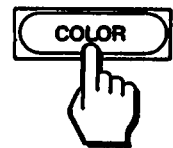
Eight colors are available for each line.



1 Move the cursor using \uparrow and \downarrow keys, to any point on the line for which you want to change the color.

2 Press the COLOR button until the line becomes the desired color. Each time you press the COLOR button, the color changes as follows.

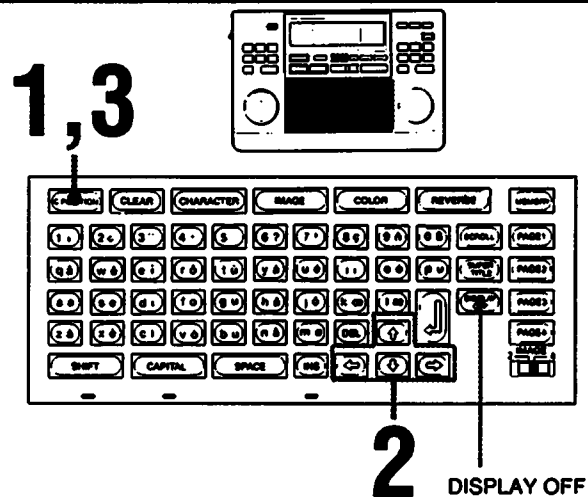
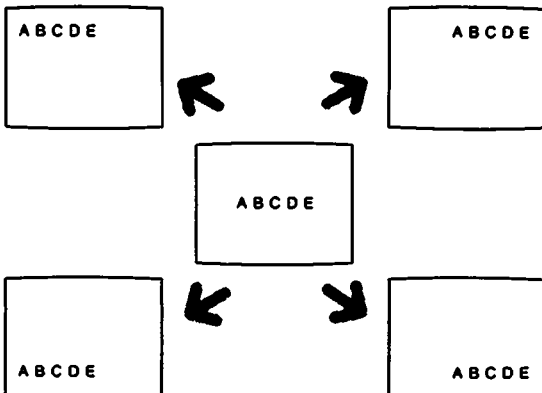
white \rightarrow violet \rightarrow cyan \rightarrow blue
 \uparrow \downarrow
 black \leftarrow green \leftarrow red \leftarrow yellow



3 Repeat steps 1 and 2 for each line. The characters are stored in the desired color. If you want to change the position of the title, go to Operation 3.

Operation 3 Select the position.

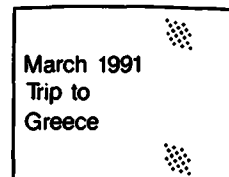
You can move the title to the desired position on the screen as follows.



- 1** Press the C.POSITION button.
Dot patterns appear around the character title.



- 2** Move the title using the ←, ↑, ↓, and → keys.
To move to the left, press ←.
To move to the right, press →.
To move to the upward, press ↑.
To move to the downward, press ↓.



- 3** Press the C.POSITION button again.
The dot patterns disappear. The colored characters are stored at the assigned position.



When you have finished creating the title
Press the DISPLAY OFF button.
The title disappears.

To create another character title
Press another PAGE button and repeat from step 3 of Operation 1.

To change the color or position of the character title later

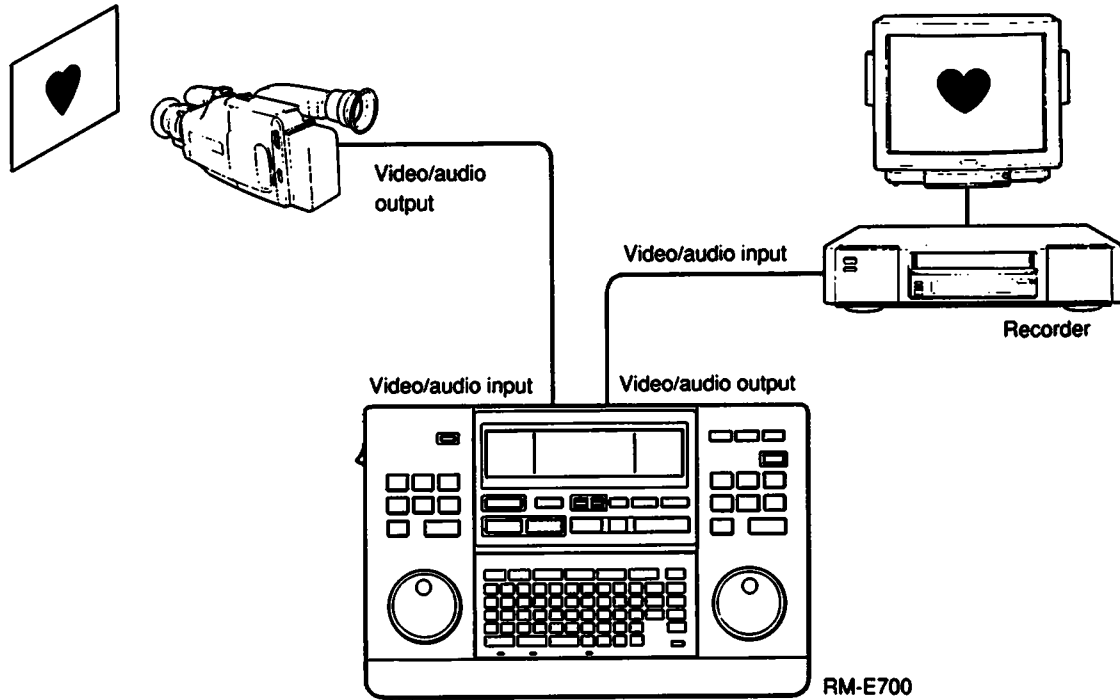
You can change the color or position anytime.

- 1 Display the title by pressing the PAGE button of the title.
- 2 Display the CHARACTER indication.
- 3 Follow the same operations as in selecting the color or position.

Creating a Video Image Title

You can create your own title by drawing or writing a title on a stiff piece as paper or cardboard. Use a plain white paper and write the title in a dark color in bold characters. A simple and bold title is recommended.

Operation 1 Display the desired video image on the TV or monitor.



1 Video camera recorder: Turn on and set to camera mode.

2 Recorder: Set the input select switch to the line input.

3 TV or monitor: Select the channel or set the input selector to VTR.

Hints for shooting

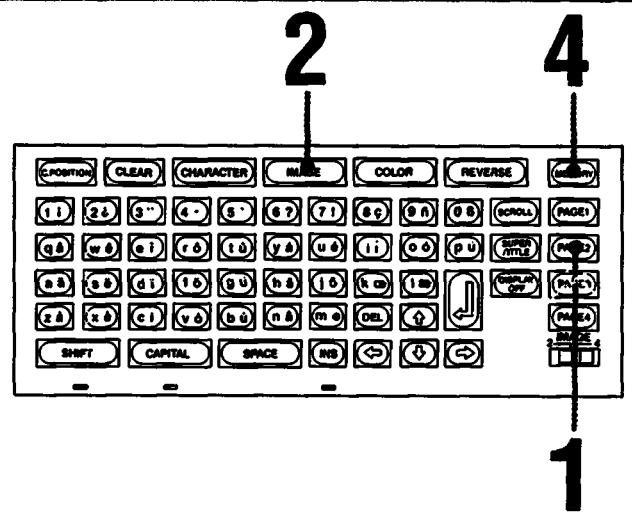
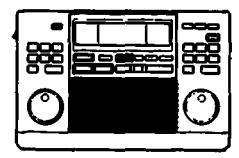
- Check the appearance of the title on your TV or monitor to decide the most effective title size.
- We recommend using an appropriate light.

Note

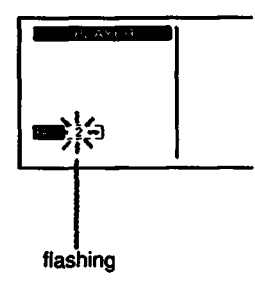
Position the video image with some spaces at the top and bottom portion of the paper. The top and bottom portion may not be included during recording.

Operation 2 Store the title.

Let's store a video image in PAGE 2, for example.
To store the video image using the fine mode, set the IMAGE 2/4 selector to 2.

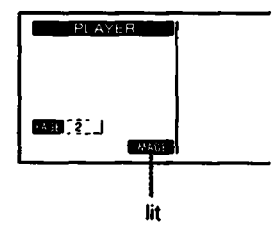
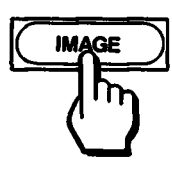


1 Press the PAGE 2 button.



flashing

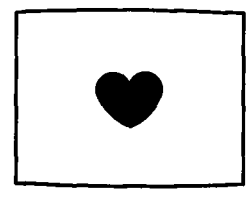
2 Press the IMAGE button.
The IMAGE indication appears in the display window.



lit

3 Check the focusing on the TV (or monitor).

4 Press the MEMORY button.
The video image is stored in the memory.
If you want to change the color, go to Operation 3.

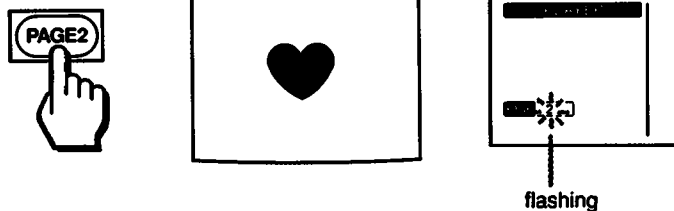


Storing Both the Character and Video Image Titles in One PAGE

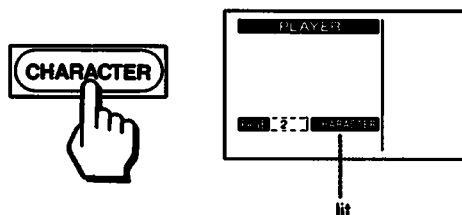
When you want to store the character and video image titles in one PAGE, proceed as follows. The character title is overlaid on the video image title.
Let's use the video image stored in PAGE 2, for example.

Operation

- 1** Press the PAGE 2 button.
The video image appears.



- 2** Press the CHARACTER button.
The CHARACTER indication appears in the display window.



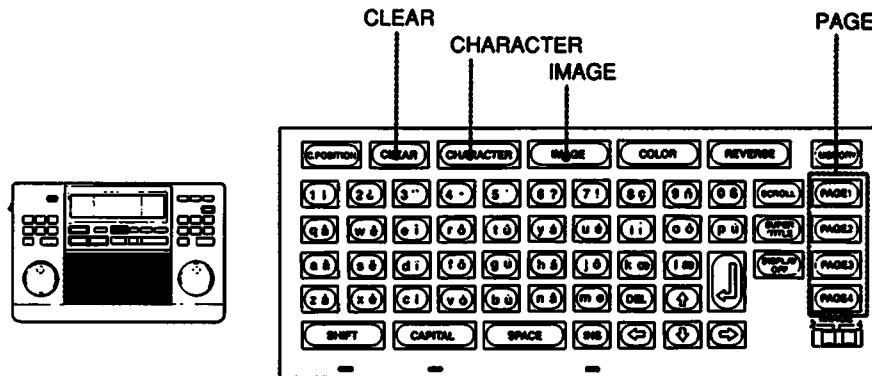
- 3** Type the characters.
The characters are stored with the video image in PAGE 2.



Clearing the Stored Title

Operation

You can clear the character and/or video image title from a PAGE.



1 Press the **PAGE** button of the title to be cleared.
The title appears on the screen.

2 Press the **CLEAR**, **CHARACTER**, **IMAGE** buttons as shown in the table below.

Stored title	Title to be cleared	Press:
Character title	Character title	CLEAR
Video image	Video image	CLEAR
Character title and video image	Character title	CHARACTER and then CLEAR
	Video image	IMAGE and then CLEAR
	Both	CLEAR

The title is cleared from the PAGE.

Displaying the Stored Title

How you can display the title on the screen

You can display the stored titles in the following ways:

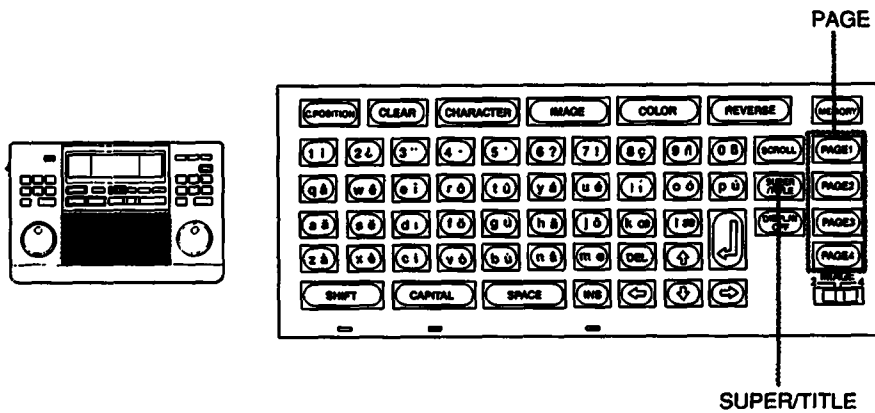
- Superimposed
 - as it is
 - scrolled from bottom to top
- On a gray background
 - as it is
 - scrolled from bottom to top

Note

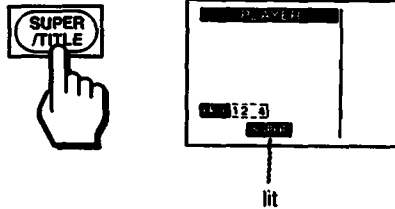
The character title does not scroll.

Superimposing the Title on the Playback Picture

Operation



- 1** Press the **SUPER/TITLE** button until the **SUPER** indication appears in the display window.



- 2** Display the stored title by pressing the **PAGE** button.

Displaying the Stored Title

Displaying the Title on a Gray Background

Operation

- 1 Press the **SUPER/TITLE** button until the **SUPER** indication disappears from the display window.



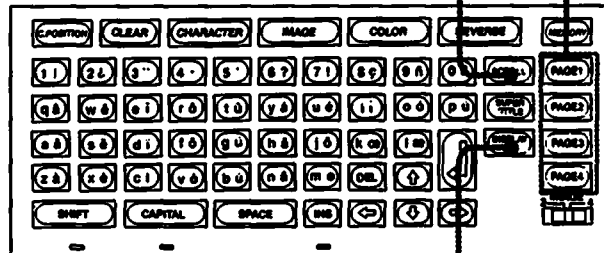
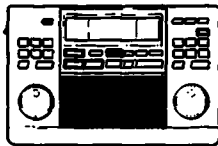
- 2 Display the stored title by pressing the **PAGE** button.

Displaying the Title as It is

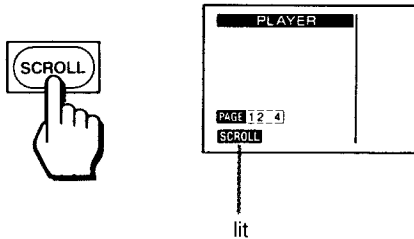
Press the **PAGE** button of the desired title.
To turn off the title, press the **DISPLAY OFF** button.

Displaying the Title Scrolled from Bottom to Top

Operation

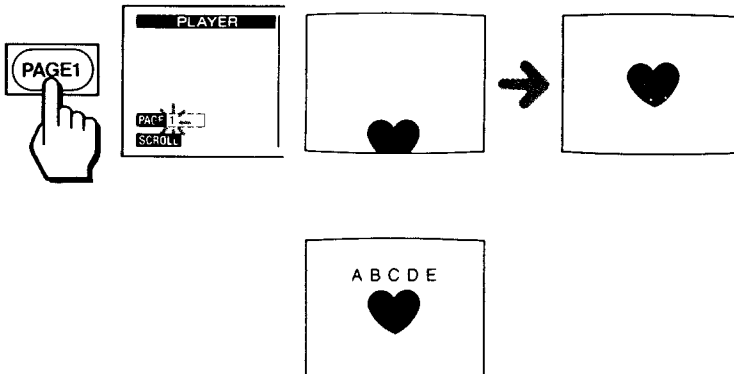


1 Press the SCROLL button until the SCROLL indication appears in the display window.



2 Press the PAGE button of the desired title.

The PAGE indication flashes in the display window.
The title appears and scrolls from the bottom to the center.

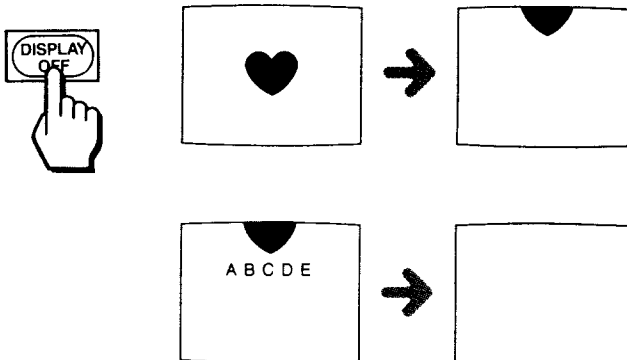


When a character titles is stored with the video image title:
The character title appears after the video image title stops at the center.

3 To turn off the title, press the DISPLAY OFF button.

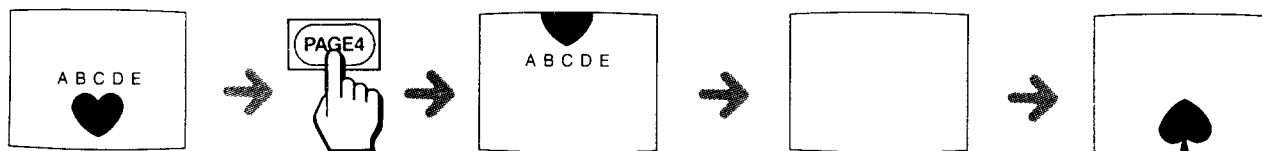
The title scrolls from center to top and disappears.

When a character title is stored with the video image title:
The character title disappears after the video image disappears.



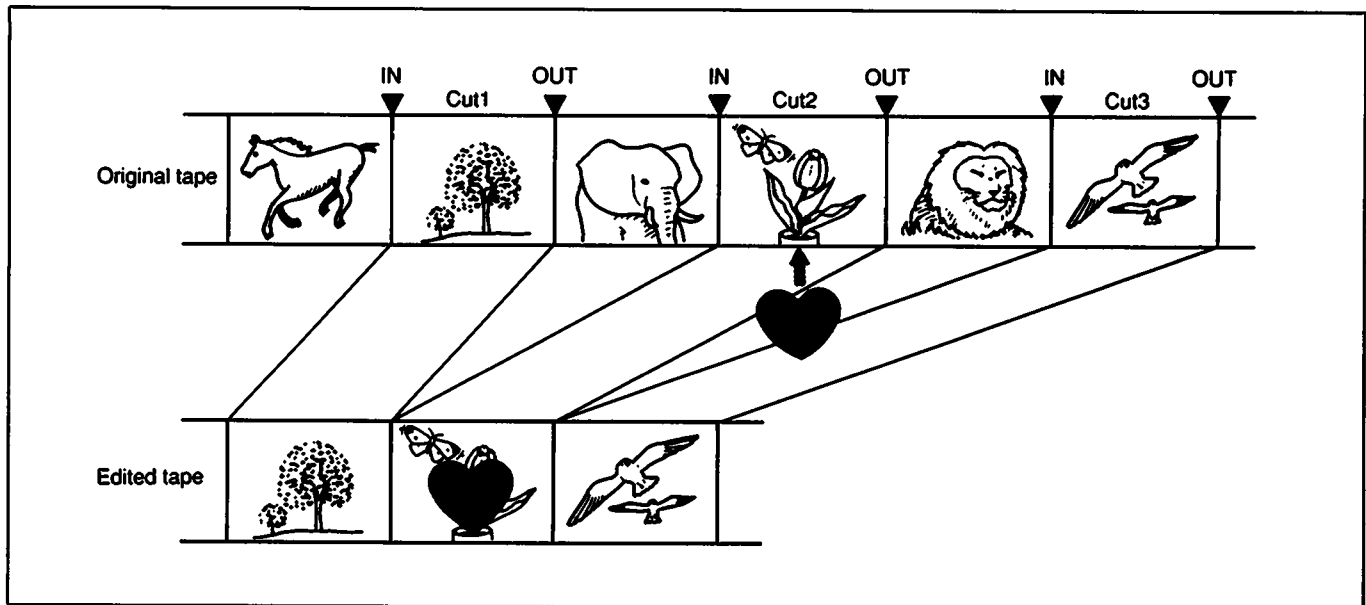
To scroll the titles in succession

For example, to scroll the title in PAGE 4 after the title in PAGE 3, press the PAGE 4 button when the title in PAGE 3 stops at the center.



After the title in PAGE 3 disappears, the title in PAGE 4 appears from the bottom of the screen.

Superimposing Titles in Program Editing



To insert the titles in the program, designate the desired title while designating Cuts.
To insert the titles after designating Cuts, locate the position to insert the title using the \Leftarrow PGM/PGM \Rightarrow buttons and press the PAGE button. In this case, you cannot superimpose the title scrolled.

Note

When a title is superimposed in a Cut, the title appears several frames delayed from the designated IN and OUT points of the Cut.

For program editing operation, see page 22.
To check whether the title was correctly inserted or not, preview the program by pressing PREVIEW button before pressing the PGM EDIT button.

Superposition de titre

Par exemple, pour superposer le titre de la page 3 en tant que raccord 2 du programme.

- 1** Pour lancer le montage de programme, appuyer sur la touche PGM.
- 2** Spécifier les seuils d'entrée et de sortie du raccord 1.
- 3** Trouver la scène où le titre doit être superposé et régler le lecteur en mode de pause à la lecture.
- 4** Appuyer sur la touche ENTRY.
Le seuil d'entrée du raccord 2 est spécifié.
- 5** Appuyer sur la touche PAGE 3.
Le titre de la page 3 se superpose sur l'image de lecture du raccord 2.
- 6** Appuyer sur la touche ENTRY à la fin du raccord 2.
Le seuil de sortie du raccord 2 est spécifié.
- 7** Poursuivre l'assignation.

Quand le titre se déroule

- Le titre apparaît et se déroule du bas au centre de l'écran pendant la durée d'un raccord, puis poursuit le déroulement du centre vers le haut de l'écran et disparaît pendant la durée du raccord suivant. A cet effet, les deux raccords doivent former une scène ininterrompue. Spécifier le seuil de sortie du raccord où le titre a été superposé et le seuil d'entrée du raccord suivant, en appuyant deux fois sur la touche ENTRY.
- Pendant la désignation des raccords, le titre ne se déroule pas, même si l'indication SCROLL est affichée.

Effacement du titre

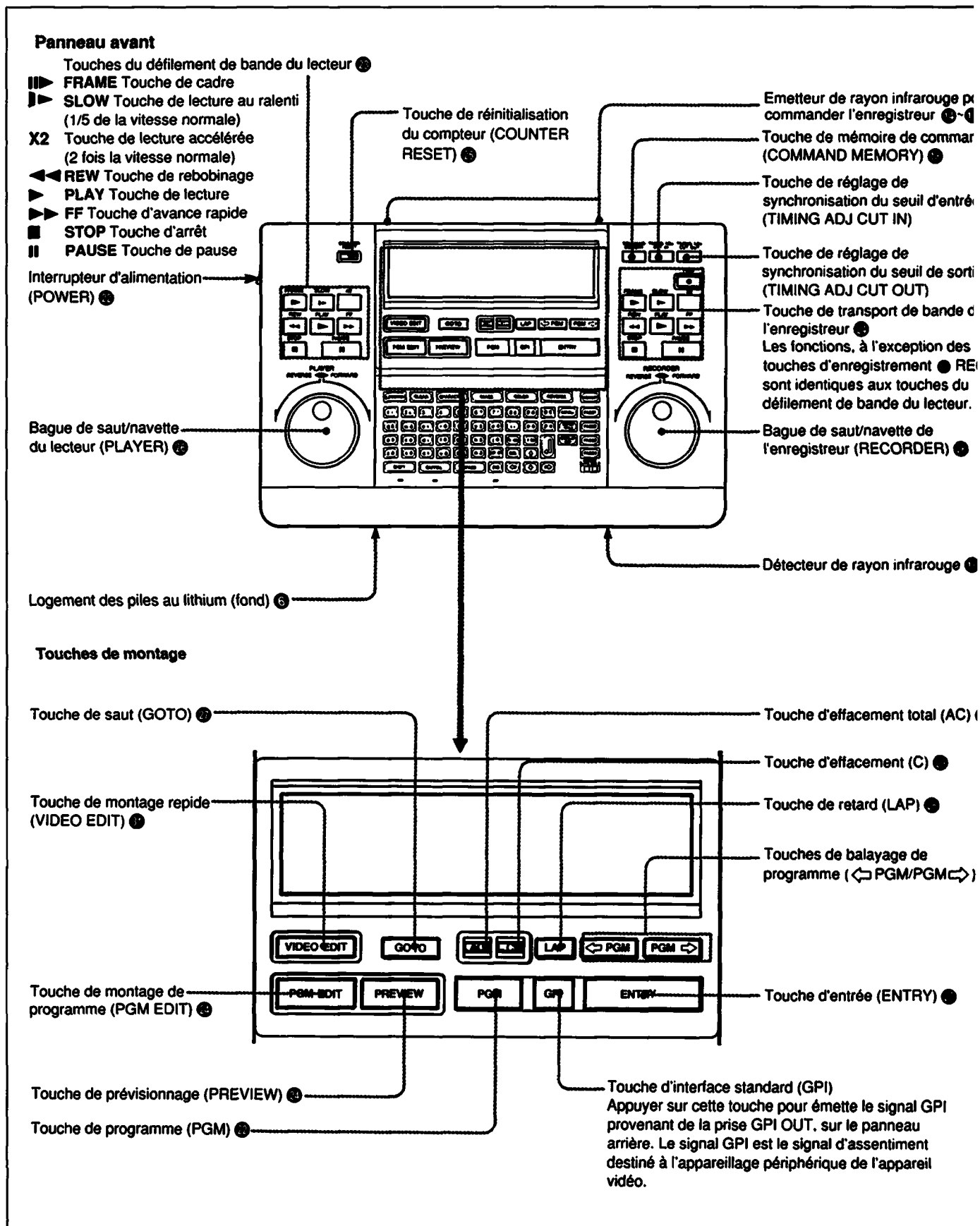
- 1 Trouver le seuil d'entrée ou de sortie du raccord où le titre est superposé.
- 2 Appuyer sur la touche DISPLAY OFF.

Changement de titre

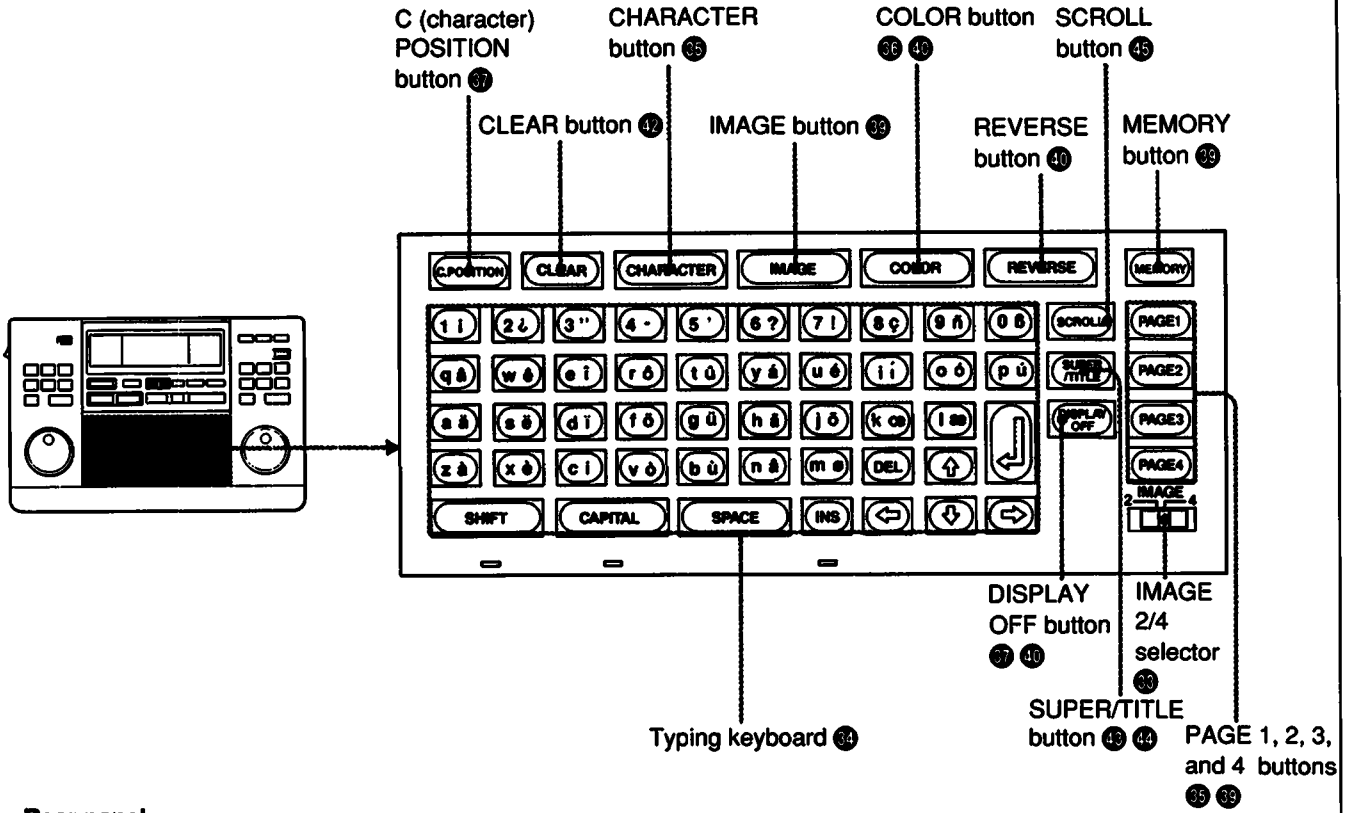
- 1 Trouver le seuil d'entrée ou de sortie du raccord où le titre est superposé.
- 2 Appuyer sur la touche PAGE du nouveau titre à spécifier.

Emplacement des commandes

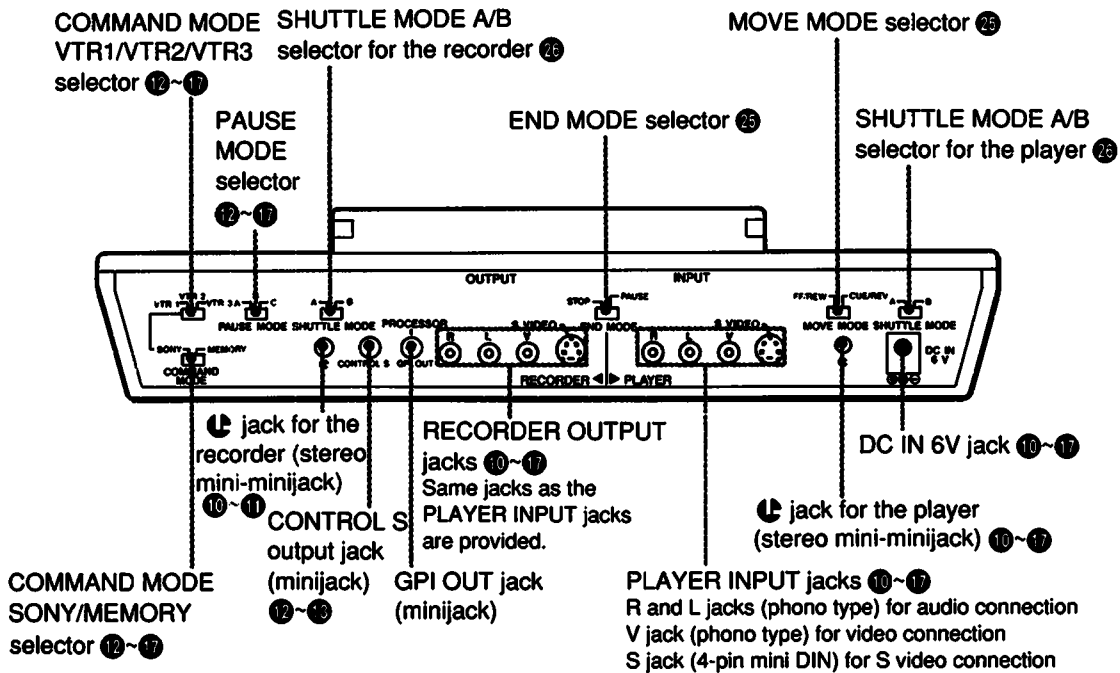
Pour les détails sur l'utilisation de chaque commande, se reporter aux pages indiquées dans les cercles noirs ●.



Title keyboard



Rear panel



Troubleshooting

If you have a problem, go through the following list. If the problem is not included in the list, unplug the unit and contact your Sony dealer or local authorized Sony service facility.

Symptom	Possible causes
Turned on the POWER switch, but no indications appear in the display window.	<ul style="list-style-type: none"> • The AC power adaptor is disconnected from the wall outlet. • The AC power adaptor is disconnected from the RM-E700.
☐ is lit in the display window.	<ul style="list-style-type: none"> • The lithium battery is not inserted, or is dead.
Pressed the ► PLAY button of the PLAYER section, but the playback picture does not appear.	<ul style="list-style-type: none"> • The player is not turned on. • The input/output selector of the player is set to input. → Set to output. • The tape is at the end. • The player is not connected with the RM-E700. • The player is set to camera mode. → Set to video mode.
Pressed PGM EDIT, but the program editing does not start.	<ul style="list-style-type: none"> • The recorder was not in the recording pause mode when you pressed the PGM EDIT button. → Set the recorder to recording pause mode. • The functions of the remote control unit of the recorder was not correctly stored. → Store again, see page 18. • The recorder and player are not correctly connected with the RM-E700. • The tape in the player has been rewound to the beginning. Program editing is not possible during about 15 seconds (15 counts) from the beginning. • The player has an infrared beam detector and a command mode which is the same as that of the recorder. • The COMMAND MODE selector is set wrong. • The recorder is not turned on, or is set to camera mode.
In case of connection 1 or 2, the program editing does not start.	<ul style="list-style-type: none"> • No tape in the recorder. • The safety tab of the tape is set to prevent recording. • The tape in the recorder is at the end. • The recorder and player are not correctly connected to the RM-E700.

If you cannot operate the recorder

You may not be able to operate the recorder the next time you turn on the power if:

- you turn off the power of the RM-E700 while operating the buttons of the RECORDER section, or
- you turn off the power of the RM-E700 within 3 seconds after operating the jog/shuttle dial of the RECORDER section.

(This does not happen when the recorder is connected through the CONTROL L jack.)

If this happens,

- 1 Turn off the power of the RM-E700.
- 2 Remove the lithium batteries referring to page 7 of the operating instructions.
- 3 Disconnect the AC power adaptor from the RM-E700.
- 4 Leave the RM-E700 for 30 seconds as it is.
- 5 Install the lithium batteries.
- 6 Connect the AC power adaptor to the RM-E700.
- 7 Turn on the power of the RM-E700.

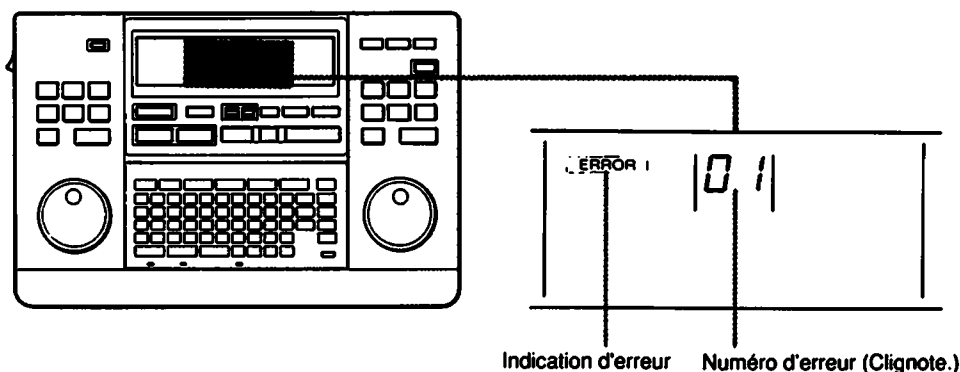
You will be able to operate the recorder.

Symptômes provoqués par le magnétoscope utilisé

Selon le magnétoscope utilisé, les symptômes suivants risquent d'apparaître. Cependant, ils ne signifient nullement que le RM-E700 ou le magnétoscope utilisé sont défectueux.

Sujet	Symptôme	Modèle
Indication du mode d'enregistrement	Quand le magnétoscope est en mode d'enregistrement, "BI" apparaît sur l'affichage du RM-E700.	SLV-801, SLV-802, SLV-201, SLV-201F, SLV-202
Indication du compteur	Quand le magnétoscope reproduit une bande enregistrée en mode LP, le compteur indique la moitié de la durée de lecture réelle. Par conséquent, le totale de la durée du retard est aussi la moitié de la durée réelle.	CCD-F30, CCD-F40, CCD-V9, CCD-F330E, CCD-F340E, CCD-F90E
	Quand le compteur affiche un nombre négatif, le compteur du magnétoscope diffère d'une seconde avec celui du RM-E700.	Le modèle est doté d'un compteur horaire (compteur H:M:S) et d'une indication de cadre. SL-HF1000, EDV-9500
Défilement de la bande pendant le montage de programme ou le prévisionnage de programme	Quand le sélecteur MOVE MODE est commuté sur la fonction de recherche/revue, la bande défile en répétant alternativement les opérations de recherche/revue et de pause à la lecture. Pour éviter ce désagrément, commuter le sélecteur MOVE MODE sur FF/REW.	EV-C3, EV-P2
Lecture image par image	Quand le magnétoscope est branché à la prise CONTROL L du RM-E700, les images sont reproduites une à une, à chaque poussée sur la touche FRAME. Les indications de pause à la lecture (▶, PAUSE) apparaissent sur la fenêtre d'affichage du RM-E700.	SLV-402
Lecture à vitesse double	Quand le magnétoscope est branché à la prise CONTROL L du RM-E700 et que la touche X2 du RM-E700 est enclenchée, l'indication STOP apparaît sur l'affichage. Cependant, le magnétoscope entre en mode de lecture, du fait que le magnétoscope ne possède pas de fonction de lecture à vitesse double.	SLV-802

Messages d'erreur sur la fenêtre d'affichage





Numéro d'erreur	Message	Mesure à prendre
01	Le seuil de sortie se situe avant le seuil d'entrée du raccord.	Trouver le seuil d'entrée ou de sortie inutile à l'aide de la touche \leftarrow PGM ou PGM \rightarrow , puis appuyer sur la touche C. Recommencer la pose du seuil.
02	Le seuil d'entrée ou de sortie du raccord précédemment programmé est de nouveau désigné.	Pour changer le seuil d'entrée ou de sortie d'un raccord, voir page 27. Pour programmer un autre raccord, trouver le seuil d'entrée ou de sortie souhaité à l'aide de la touche \leftarrow PGM ou PGM \rightarrow .
03	Le programme précédent reste dans le RM-E700. Le compteur (heure/minute/seconde, 4 chiffre, temps codé RC) du lecteur précédent diffère de celui du compteur actuel.	Appuyer sur la touche AC pour effacer tous les raccords, puis entrer un nouveau programme. Si le lecteur est doté d'un sélecteur de compteur, le régler sur le même compteur.
05	La touche PGM a été enclenché alors que lecteur n'est ni raccordé, ni sous tension.	Raccorder le lecteur au RM-E700 ou le mettre sous tension. ¹⁾
06	Le lecteur s'est débranché pendant la programmation, ou pendant le passage de la bande du seuil d'entrée au seuil de sortie à l'aide de la touche GOTO.	Raccorder le lecteur au RM-E700 ou le mettre sous tension. ¹⁾
10	Quand on commence à programmer, le compteur (heure/minute/seconde, 4 chiffres, temps codé RC) du programme diffère du compteur du lecteur actuel.	Appuyer sur la touche AC pour effacer tous les raccords, puis rentrer le programme. Si le lecteur est doté d'un sélecteur de compteur, le régler sur le même compteur avant d'effectuer la programmation.
11	Pendant le montage de programme, la fonction de la télécommande nécessaire n'a pas été mémorisée et l'appareil n'est pas fabriqué par Sony.	Mémoriser la fonction de la télécommande (voir page 18). Il est indispensable de mémoriser les fonctions d'enregistrement, de lecture, d'arrêt, d'avance rapide, de rebobinage et de pause.
12	Pendant le montage de programme ou le montage scène par scène, le segment de la cassette est placé de manière à protéger celle-ci contre l'enregistrement.	Vérifier si l'on peut enregistrer sur la bande, puis déplacer le segment de manière à pouvoir effectuer l'enregistrement.
15	Le lecteur n'est pas raccordé, ou il n'est pas sous tension et la touche PGM EDIT, VIDEO EDIT ou PREVIEW a été enclenchée.	Raccorder le lecteur au RM-E700 ou le mettre sous tension. ¹⁾

Numéro d'erreur	Message	Mesure à prendre
16	Pendant le montage de programme, le montage scène par scène, ou le prévisionnage, le lecteur est débranché, ou hors tension.	Raccorder le lecteur au RM-E700 ou le mettre sous tension. ¹⁾
41	Apparaît si l'on tente de mémoriser le titre de l'image vidéo de la page 3 ou 4 alors que le sélecteur IMAGE 2/4 est commuté sur 2.	Quand le sélecteur IMAGE 3/4 est commuté sur 2, il est impossible de mémoriser le titre de l'image vidéo sur la page 3 ou 4. Pour réaliser cette opération, commuter le sélecteur IMAGE 2/4 sur 4.
50	Apparaît au cours du montage par temps codé RC, quand un raccord dure de 4 à 29 cadres (4/30 à 29/30 secondes) dans le cas des modèles NTSC, ou de 4 à 24 cadres (4/25 à 24/25 secondes) dans le cas des modèles PAL.	Avec certains lecteurs et enregistreurs, il est impossible de réaliser le montage comme prévu. La programmation terminée, vérifier que le montage de programme est opérationnel. ²⁾

- 1) Avec certains modèles de lecteurs, le message d'erreur n'apparaît pas si le lecteur est hors tension.
- 2) Avec certains lecteurs et enregistreurs, le montage est inopérant même si le message d'erreur n'apparaît pas, dans le cas où le raccord dure plus d'une seconde. La programmation terminée, vérifier que le montage de programme est opérationnel.

Spécifications

Entrée vidéo	Prise coaxiale phono (1) 1 Vc-c, 75 ohms, asymétrique, synchro négative
Entrée vidéo S	Mini DIN à 4 broches (1) Signal de luminance: 1 Vc-c, 75 ohms, asymétrique, synchro négative Signal de chrominance: 0,286 Vc-c (NTSC) ou 0,300 Vc-c (PAL), 75 ohms, asymétrique
Sortie vidéo	Prise coaxiale phono (1) 1 Vc-c, 75 ohms, asymétrique, synchro négative
Sortie vidéo S	Mini DIN à 4 broches (1) Signal de luminance: 1 Vc-c, 75 ohms, asymétrique, synchro négative Signal de chrominance: 0,286 Vc-c (NTSC) ou 0,300 Vc-c (PAL), 75 ohms, asymétrique
Entrée audio	Prises coaxiales phono (2)
Sortie audio	Prises coaxiales phono (2)
Prise LANC  pour le lecteur	Mini mini prise stéréo (1)
Prise LANC  pour l'enregistreur	Mini mini prise stéréo (1)
Prise CONTROL S pour l'enregistreur	Mini prise (1)
Prise de sortie GPI	Mini prise (1)
Données générales	
Alimentation	Courant continu 6 V
Consommation électrique	
	5 W
Dimensions	
	Env., 355 x 80 x 230 mm (l/h/p) (14 x 3 1/4 x 9 1/8 pouces)
Poids	
	Env. 1,5 kg (3 li. 5 on.)

Accessoires fournis Voir page 5.

La conception et les spécifications sont modifiables sans préavis.


Remarque


Cet appareil est conforme à la Directive 87/308/EEC de la CEE en ce qui concerne la suppression des interférences.


Cordons de raccordement en option


Le tableau ci-dessous présente les cordons de raccordement disponibles optionnels, à titre de référence.

Cordon de raccordement audio/vidéo

Raccordement d'un appareil stéréo		
VMC-810S	1 m	3 fiches coaxiales phono à 3 fiches coaxiales phono 
VMC-820S	2 m	

Raccordement d'appareil monaural		
VMC-710S	1 m	2 fiches coaxiales phono à 2 fiches téléphoniques 
VMC-720S	2 m	

Branchement à un connecteur vidéo S		
YC-10V	1 m	Mini DIN à 4 broches à mini DIN à 4 broches 
YC-15V	1,5 m	

Cordons de raccordement audio		
RK-C73	1 m	2 fiches coaxiales phono à 2 fiches phono 
RK-C74	1,5 m	
RK-C75	2 m	