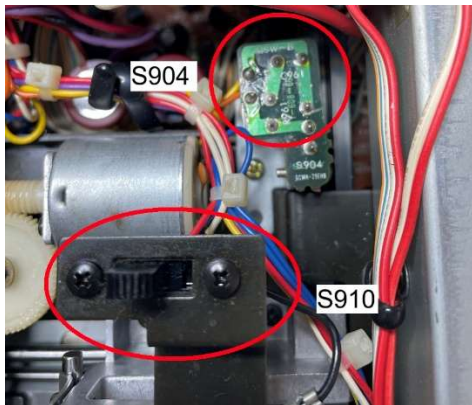


Switches

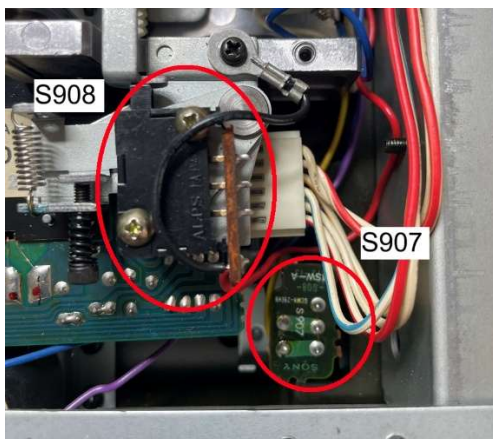
There are 12 switches to check. Confirm DC resistance is less than 1 ohm and OC and clean or replace where necessary.

First place the player upside down and remove the under panel to gain access to the following switches and test.

1. Chucking loading switch S904
2. Bleep switch S910

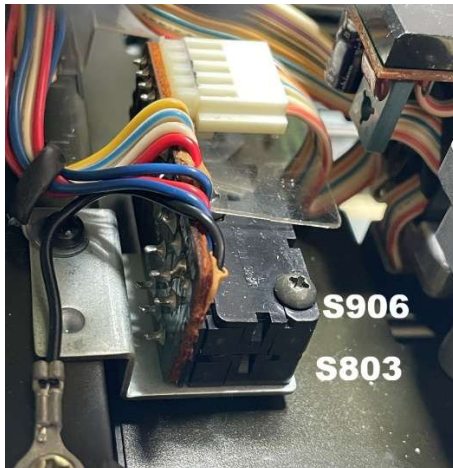


3. Optical pick up block limit switch S908
4. Drawer out position switch S907



NOTE: The following switches are mounted on the IN board, which is concealed under the audio board. To access remove the five screws on the audio board and unplug the three laser assembly connectors. Move the board to one side. To test the switch, rotate the chucking gear worm to move the laser pickup.

5. IN board laser on switch S906
6. IN board chucking detect switch S803

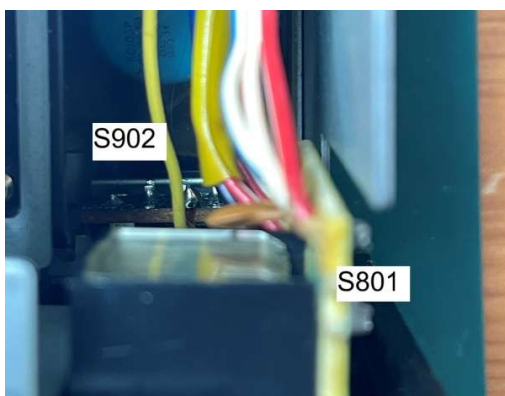


1. Eject button S903 – Open the drawer to measure.

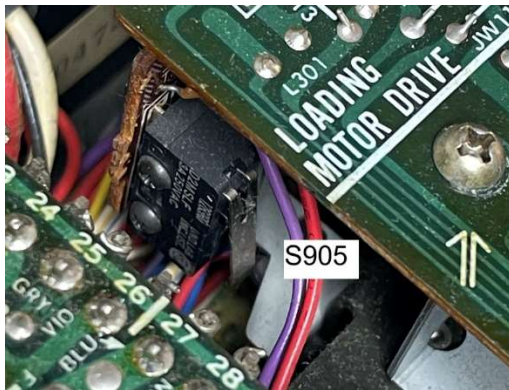


Return the player back to the right way up to access the remaining switches

7. Main power switch S801 -
8. Timer play switch S902

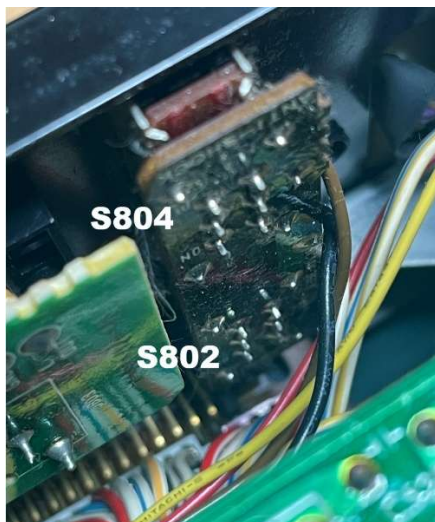


2. Motor select switch S905



3. Auto Pause switch S802

4. Anti-shock switch S804



List and location of switches from the service manual.

Ref No.	Switch	Position
S801	POWER	OFF
S802	AUTO PAUSE	OFF
S803	CHUCKING DETECT	ON
S804	ANTI SHOCK	OFF
S901	▷ PLAY	OFF
	⏸ PAUSE	OFF
	⏮ } AUTOMATIC MUSIC	OFF
	⏭ } SENSOR	OFF
	⏮	OFF
	⏭	OFF
	⏮	OFF
	⏭	OFF
	⏮	OFF
	⏭	OFF
	RESET	OFF
	1	OFF
S902	ALL	OFF
	A ↔ B	OFF
	CLEAR	OFF
	TIME	OFF
	REPEAT	OFF
S902	TIMER PLAY	OFF
S903	OPEN/CLOSE	OFF
S904	CHUCKING MOTOR	ON
S905	MOTOR SELECT	CHUCKING
S906	LASER ON (CHUCKING SIDE)	ON
S907	DISC TABLE POSITION DETECT	CLOSE
S908	LIMIT	ON
S909	LASER ON (LOADING SIDE)	ON
S910	REMOTE CONTROL RECEIVING SOUND(BEEP)	OFF

The following diagrams from the service manual gives the wider location of each switch

