3-7 RECORD

See also 3-22 "CONTROL OF THE DX-4 FROM THE 40-4"

Four different recording modes can be selected on the 40-4 depending on how the RECORD, ► PLAY, PAUSE, or FUNCTION SELECT buttons on the Control Panel are depressed.

3-8 RECORDING MODES

1. Normal Recording; Press beforehand the FUNCTION SELECT button for channel you want to record, then depress RECORD button and PLAY button at the same time.
2. Punch-in Recording (I); Press FUNCTION SELECT button for the desired recording channel.
   Set deck in PLAY mode to run tape.
   When the running tape reaches the point to be punched-in, depress the RECORD button only.
3. Punch-in Recording (II); Depress RECORD button and PLAY button simultaneously with no FUNCTION SELECT buttons pressed to set deck in PLAY mode (Record Stand-By state).
   Depress FUNCTION SELECT button for the channel on which Punch-in recording is to be done.
4. Recording using PAUSE button; Depress beforehand FUNCTION SELECT button of the desired recording channel.
   Depress RECORD button and PAUSE button simultaneously.
   When you want to record, press PLAY button to release Record Pause mode and put 40-4 in Record mode.

Record mode on each channel will be achieved only when both signals in System Control, the READY signal (provided for each channel) which indicates the FUNCTION SELECT button is depressed and the REC DC signal which is generated by RECORD Flip Flop being in set state, are fed to terminals of each channel Record/Reproduce Amplifier. Then Record mode will be achieved in Record/Reproduce Amplifier.

3-9 OPERATION EXPLANATION

1. U1-8 is a Schmitt trigger inverter, and when RECORD button is depressed, output pin #8 will go to a high logic level.
2. U1-6 is a Schmitt trigger inverter, and when PLAY button is depressed, output pin #6 will go to a high logic level.
3. U1-10 is a Schmitt trigger inverter, and when PAUSE button is depressed, output pin #10 will go to a high logic level.
4. U6-11 is a 2-input NAND gate, and when RECORD button and either PLAY or PAUSE button are depressed, output pin #11 will go to a low logic level.
5. RECORD Flip Flop is made up of U7-6 and U13-3.
   This Flip Flop will go to the set state when a low logic level is fed to input pin #4 of U7-6. And it remains in this set state with output pin #3 of U13-3 at a low logic level, unless a low logic level is fed to pin #1 of U13-3. (The conditions for pin #1 of U13-3 to go to a low logic level is limited to when STOP, SHUT-OFF, Power-On-Reset, F.FWD or RWD mode are selected).
6. U13-11 is a 2-input NOR gate, and as long as RECORD Flip Flop is in the set state or RECORD button is held down in Play mode, this output pin #11 will be at a high logic level.
7. U26-3 is an open collector type inverter, and when input pins #1 and 2 are high logic levels (when in record mode), output pin #3 will go to a low logic level which is sent to Record/Reproduce Amplifier as REC DC signal.
8. U8-3 is a 2-input NAND gate. Pin #2 will always be at a high logic level during PLAY mode, and as long as RECORD button is being pressed, pin #3 will put out a low logic level. (Used for Punch-in Recording)
9. U2-6 is an inverter, and when PLAY button is depressed, output pin #6 will go to a low logic level.
10. U7-3 is a 2-input NOR gate, and when either PLAY or PAUSE button is depressed, output pin #3 will go to a high logic level.