

marantz®

Model
RC1200
User Guide

Learning
Remote Control

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MAIN FEATURES & FUNCTIONS

- **PROGRAMMABLE LEARNING FUNCTION**

Can easily be programmed to learn the codes for almost any other infrared-based remote, allowing the remote control functions for many different components to be consolidated conveniently in a single unit.

This remote controller uses a non-volatile memory so that the learned codes will be retained even if the batteries are removed.

- **PRESET CODES**

Function buttons already contain preset codes (using the RC-5/RC-6 remote control language) for other remote-controllable Marantz audio-visual component.

(This does not apply to some of the buttons.)

- **LCD LIGHTING FUNCTION AND LUMINOUS BUTTONS**

To allow easy use in a location which has been darkened for a home theater performance, for instance, this remote controller features an LCD backlight with electroluminescence (EL) and luminous buttons which can store light.

- **LARGE, EASY-TO-READ DISPLAY**

Large LCD (liquid crystal display) messages and other information at a glance.

- **JOG DIAL**

The function selected by Jog Dial (displayed on the LCD) can be operated directly by the enter button.

- **MACRO CAPABILITY**

Macro function allows the remote controller to be programmed to execute complex strings of multiple commands using a single keystroke.

- **NAME ASSIGNMENT**

Allows one to change the (displayed via the LCD) name for a function button.

- **CLONING FUNCTION**

The unit features a cloning system that enables a duplicate unit of this remote controller which has already been programmed to be easily made by undertaking a series of key operations.

NAMES OF PARTS & FUNCTIONS

Names of Buttons & Functions

1 **MODE button**

Used to change the operation mode of the remote controller. Pressing this button cycles the remote controller through **USE** → **LEARN** → **NAME** → **CLONE TX** → **CLONE RX** → **USE**, with the currently selected mode displayed on the LCD.

2 **MACRO button**

Used to store a string of consecutive button operations in the memory and also to revise them.

Pressing it switches the remote controller in and out of the MACRO mode. Its status is displayed on the LCD.

3 **Power ON and OFF buttons**

Used to turn ON and OFF the power of the amplifier or receiver or turn ON and OFF the power of a source component which has its own ON and OFF buttons.

4 **Source ON/OFF button**

Used to turn specific sources (such as DVD players, etc.) ON and OFF independently from the rest of the system.

5 **LCD**

Used to display information about currently selected modes and functions.

6 **ENT buttons**

Used to execute a function selected with the **Jog Dial** [7].

There are 2 **ENT** buttons, one on each side, so that the remote controller can be used just as easily with either hand.

The characters on the display can also be programmed.

7 **Jog Dial**

Used to select the operation content for each source. Ten types of direct operation are possible for each of the 11 functions including LD, TV, AMP, etc. After selecting the desired function, press either of the **ENT** buttons [6] to transmit the signal.

8 **Function buttons**

Used to switch the remote controller to the command sets for specific sources (amplifier, receiver, etc.), thereby allowing a single remote controller to control up to 11 different components. To use these buttons to switch the amplifier's source, press the desired button twice within 2 seconds. The **AMP** button **8** is used only to switch the command set of the remote controller itself and therefore does not transmit any signal. Further, the function buttons may also be programmed to execute macros. (A macro allows a complex string of operations to be performed in series simply by pressing a single button.) One button can be programmed to learn sequences containing up to 10 commands. The following is an example of a macro sequence:

Turn the receiver ON → Switch the function to DVD → Set the Surround Mode to Dolby Digital → Switch the TV to video input → Set the DVD player to Play.

9 **VOLUME ▲ up / ▼ down button**

Used to adjust the volume on receivers and other components equipped with volume control.

10 **CURSOR/CONTROL buttons**

Used to operate on-screen and other displays used by amplifiers and other components, as well as to operate the PLAY, STOP, PAUSE, NEXT, and PREVIOUS functions of each source.

11 **< • ► (CURSOR/ CONTROL switching) button**

Used to switch the function of the CURSOR/TRANSPORT CONTROL buttons **10** between CURSOR and TRANSPORT CONTROL, with the currently selected function displayed on the LCD when the DVD, LD, or VCR functions are selected. When functions other than DVD, LD, or VCR are selected, the < • ► button remains inactive.

12 **Channel ▲ up / ▼ down button**

Used to controls the up/down function of TV tuner, or allows one to cycle through the tuner presets.

13 **MUTE button**

Used to temporarily mute the sound for preamplifiers, receivers, etc.

14 GUIDE button

Used to call up the on-screen menus used to control DVD players, digital satellite systems (DSS), and other menu-equipped systems.

15 CLEAR button

Used to clear the contents of memory or programmed functions.

16 MEMO button

Used to program your CD player's track memory, or to enter a VCR recording program, and can be used to provide the MEMO function included with other components in your system.

17 Ten-Key pad/Surround Mode buttons

Used to enter numeric digits, useful for finding a specific track on a CD, or to tune a preset radio station, etc. When the function is set to AMP, it is possible to choose Surround Mode, etc.

18 Infrared Transmitter/Receiver Window

Used to transmit remote control signals based on beams of infrared light to system components. To ensure that these signals are properly received, make sure that this window is pointing in the general direction of the infrared receiver on the amplifier or other components. This window should also be pointed toward the source remote controller when using Programmable Learning function.

19 LIGHTING button

When this button is pressed, the LCD display lights up, and it goes off 5 seconds later.

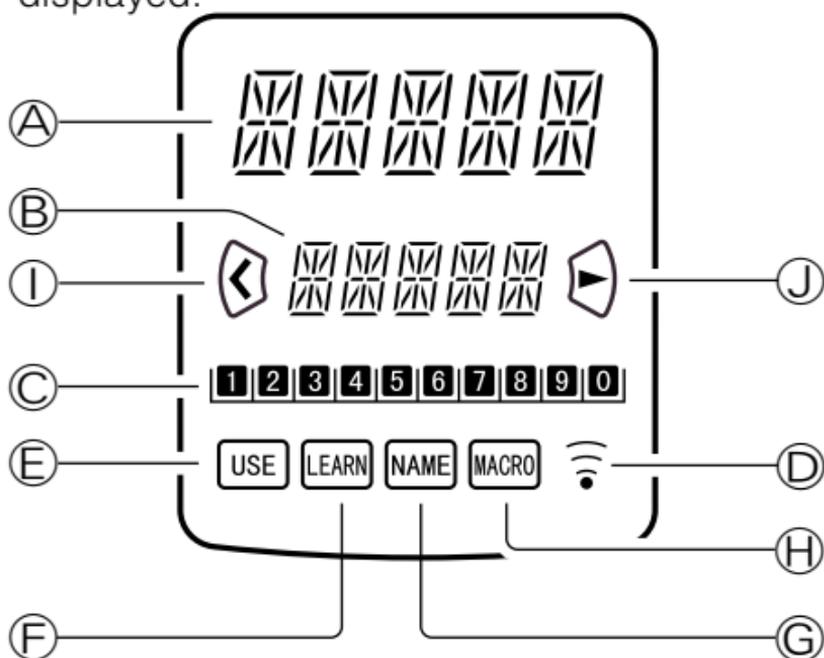
While it is held down, the display remains lighted.

Note:

The programmable learning function does not work with buttons **1**, **2**, **6**, **11** and **19**.

LCD (Liquid Crystal Display)

Information about currently selected functions and modes is displayed on the LCD. Pressing any buttons will call up a full display of information on the status of that function or mode. This display will disappear after approximately 1 minute, except for the **Function Name** indicator (A), which is always displayed.



(A) **Function Name indicator**

Displays the name of the currently selected function (LD, TV, etc.) using up to 5 characters.

(B) **Command Name indicator**

Displays up to 10 types of commands for each function using up to 5 characters.

(C) **Command Page indicator**

Allows confirmation of current command page of **Jog Dial** [7]. Also, when setting or transmitting macros, displays information such as the number of macro steps and the time intervals between command transmissions.

(D) **Transmission indicator**

Indicates when the remote controller is transmitting a signal.

(E) **USE indicator**

Indicates the status in which the programmed code is output. For normal operation the USE indicator is displayed.

(F) **LEARN indicator**

Indicates when the remote controller is in the LEARN mode. It also appears when programming is cleared.

Ⓔ **NAME indicator**

Indicates when the remote controller is in the NAME mode and a function name is being changed.

Ⓕ **MACRO indicator**

Indicates when the remote controller is in the MACRO programming mode.

Ⓖ **CURSOR indicator**

Indicates when the CURSOR CONTROL buttons are in the cursor mode.

Ⓙ **CONTROL indicator**

Indicates when the CURSOR CONTROL buttons are in a transport control mode such as PLAY, STOP, etc.

NOTE:

- If the LCD flickers when a button is pressed in order to transmit a command, the transmission or learning is not possible. In such a case, please replace the batteries.

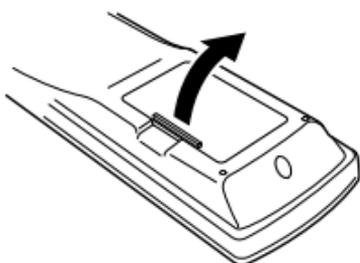
Operating tip

- This remote controller uses non-volatile memory, so that learned codes and macros will be preserved even if the batteries are removed.

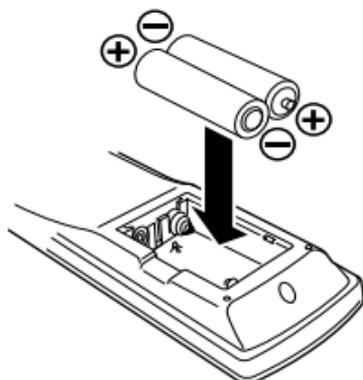
LOADING BATTERIES

The life of the batteries used with the remote control unit is about 6 months with normal use. Also be sure to replace batteries earlier when you notice that they are getting weak. Do not use alkaline, manganese, nickel-cadmium (Ni-Cd) or other different types of batteries together.

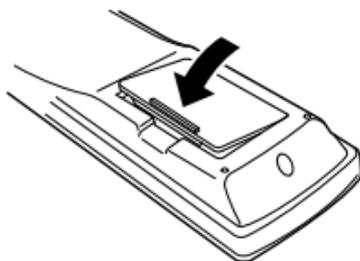
(1) Remove the back cover.



(2) Insert the new batteries (AA type) with correct (+) and (-) polarity.



(3) Close until it clicks.



BASIC OPERATION

USE MODE

The remote controller will normally be used in the USE mode.

It comes preset with codes commonly used to control 11 types of components manufactured by Marantz, Philips and RCA (for DSS), including DSS, DVD, TV, LD, VCR, AUX, TUNER, CD, TAPE, CD-R/MD, and AMP, as well as many others that utilize the RC-5 remote control language.

1. Press once one of the **Function** buttons [8] to change to another component's commands, such as LD button.



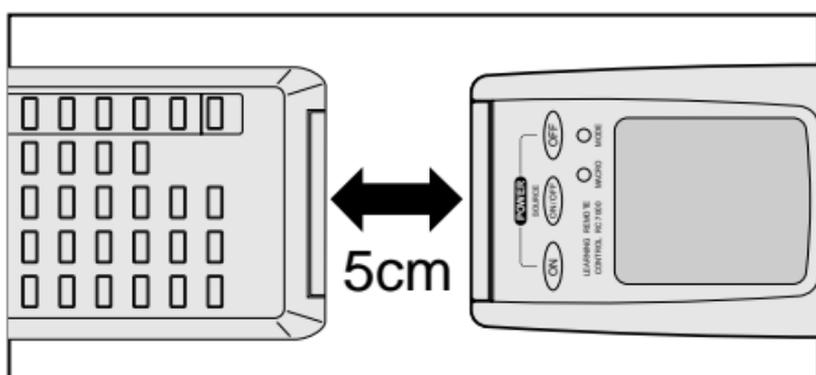
2. **LD** will be displayed on the LCD and the function codes will be set to operate the laser disc player, and if you double clicked the LD function button, the amplifier or receiver's input will be changed as well.
3. Now you can operate the laser disc player. When a button is pressed, the  symbol indicates that a remote code is being transmitted.  is not displayed if a button for which no code has been set is pressed.
4. The **Jog Dial** [7] is used to select any one of up to 10 direct operations that can be performed for each of the 11 functions including LD, TV and AMP. Rotate the **Jog Dial** [7] to select one of these commands. The number of the current page is indicated by **1** - **0** at LCD ©. The signal is sent when the **ENT** button [6] is pressed. Page numbers cycle up or down, for example **8** → **9** → **0** → **1** → etc. or **3** → **2** → **1** → **0** → etc. depending on which way the **Jog Dial** [7] is rotated. The last page position for any given command function is retained in the memory even if the remote controller is switched to the command function for another component. (Last Memory)

If it is left for approximately 1 minute without pressing any buttons, all items on the LCD will go off except the function indicator. Even if the display goes off, the remote controller will retain the status established before the display went off. When any button is pressed, the display will appear on the whole LCD display.

LEARN MODE

The remote controller is capable of learning and memorizing the remote control codes used by almost any other remote controller you may already own.

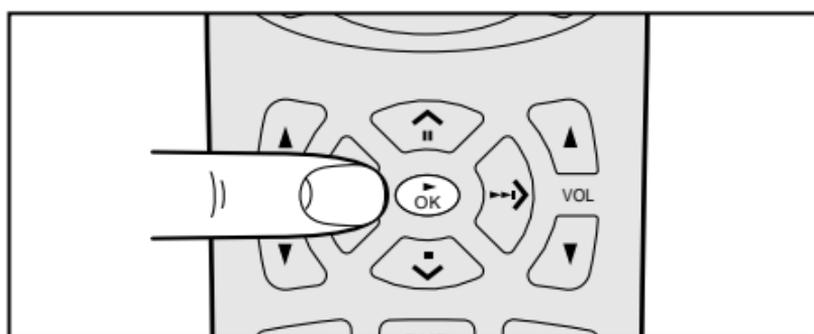
- If no commands have been programmed for a particular function button, the remote controller will transmit whatever codes have been factory preset.
 - The following example shows how to program your remote controller and how to use the codes for a laser disc player (LD).
 - A different code can be programmed for each function in each one of the buttons. The COPY mode described later (on page 34) comes in handy if the same code is to be sent by all the functions.
 - The remote controller infrared receiver is located at the top of the remote controller.
1. Use a ballpoint pen or other sharp point to press the **MODE** button  until **LEARN** is displayed and starts to blink. Each time the button is pressed, the display cycles through the modes one by one in sequence: **LEARN** → **NAME** → **CLONE TX** → **CLONE RX** → **USE**, etc.
 - The USE mode is selected when the MODE button is pressed after an operation in the LEARN, NAME or other mode.
 2. Place the laser disc's remote controller so that its infrared signal transmitter is facing the infrared signal receiver on the Marantz remote controller at a distance of about 5 centimeters (2 inches).



3. If the cursor is not aligned with the control mode after the **LD function** button **[8]** on the remote controller has been pressed, press the **< • >** (**CURSOR/CONTROL switching**) button **[11]** to display "LD".



4. Press the **PLAY** button **[10]** (**▶ OK**). The **LEARN** indicator changes from blinking to continuously lit. Now release the button.



5. Press and hold the **PLAY** button on the laser disc player's remote controller. The remote controller has finished learning the command when **OK** appears on the LCD **Ⓐ**.



- If **AGAIN** appears on the LCD, some error has prevented the command from being learned. If this happens, simply repeat the procedure from step 4.

- In the rare event that **NG** appears on the LCD, it means that the remote controller you are attempting to learn from uses special signals that cannot be learned by the Marantz remote controller.
6. Follow the same procedure to make the remote controller learn the ten-key **[17]** operation used by the laser disc player's remote controller.
 7. Repeat the procedure from step 3 to have the remote controller learn the signal codes for the other components such as TV, VCR, etc.
 - If no buttons are pressed for approximately 1 minute while in the LEARN mode, the remote controller automatically returns to the USE mode.
 - When programming the function buttons, first switch to the desired function, then press the button again.
 8. When you have finished programming the remote controller, use a ballpoint pen or other sharp point to once again press the **MODE** button **[1]** to return it to the USE mode. The LCD displays the **USE** indicator, and the newly programmed codes now can be used.



If **FULL** is displayed on the LCD

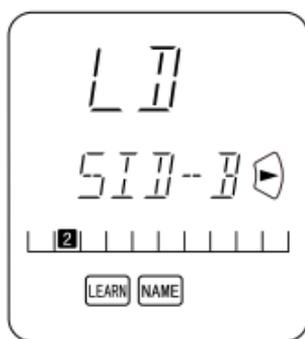
If **FULL** is displayed on the LCD **(B)** when programming in the LEARN mode, it means that the memory has become too full to hold any further codes.

If **FULL** is displayed no matter how many times you attempt to enter new codes, it means that the remote controller cannot accept any new codes until some of the previously learned codes are deleted to make space in the memory. Select unneeded codes for each of the **Jog Dial** control **[7]** and **Function** buttons **[8]**, which show **FULL** and delete them from the memory.

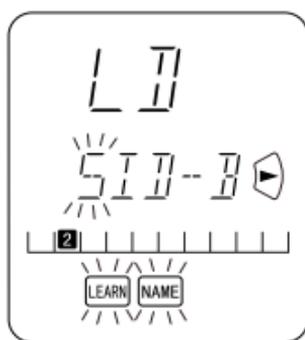
PROGRAMMING THE JOG DIAL

Let's use the example of setting **2** as the SIDE-B code for the laser disc player.

1. Use a ballpoint pen or other sharp point to press the **MODE** button **1** until the **LEARN** indicator is displayed and starts to blink.
2. Place the laser disc's remote controller so that its infrared transmitter window is facing the infrared signal receiver window on the Marantz remote controller at a distance of about 5 centimeters (2 inches).
3. Press the **LD Function** button **8**.
4. Rotate the **Jog Dial** **7** left or right until **2** is displayed, then press and release the **ENT** button **6**.
 - The **LEARN** and **NAME** indicators will both be displayed.



5. Press the **SIDE-B** button on the laser disc's remote controller continuously until **OK** is displayed on the Marantz remote controller's LCD, indicating that the programming has been completed.
 - If **AGAIN** appears on the LCD, some error has prevented the command from being learned. If this happens, simply repeat the procedure from step 3. When the programming has been completed, the remote controller automatically switches to the NAME mode. The left hand position on the LCD **ⓑ** blinks, indicating the character in the name to be rewritten.



- If you do not wish to rewrite the name, simply press the **OK** Cursor button [10].
- If you wish to rewrite the name, input the desired characters using the ten-key pad [17]. The part of the display which is to be overwritten can be moved using the left (<) and right (>) Cursor buttons [10]. When you are finished rewriting, press the **OK** Cursor button [10].
To simply erase already existing characters, press the 0 button to replace them with a blank space.

(Refer to next section on rewriting names)

6. Use the same procedure to program the codes for other 1-6 with the **Jog Dial** [7].
7. When finished programming the codes for each of the buttons, use a ballpoint pen or other sharp point to press the **MODE** button [1] to return the remote controller to the USE mode. The LCD displays **USE** indicator, and the newly programmed codes now can be used.

REWRITING NAMES

This remote controller allows the names accessible by **Jog Dial** [7] to be rewritten with new ones of your choosing.

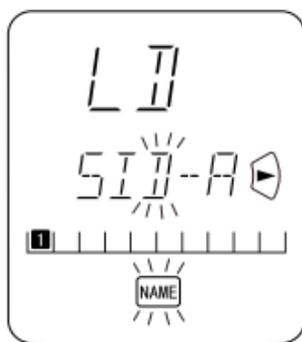
- Rewriting of names is performed for each individual function.
- Let's use a laser disc player as an example to show how to change the **1**'s "SIDE-A" to "LD-A".

1. Use a ballpoint pen or other sharp point to press the **MODE** button [1] to switch the remote controller to the NAME mode. The **NAME** indicator blinks.
2. Press the **LD Function** button [8].
The left-hand edge of the function name now blinks.



3. Use the **Jog Dial** [6] to select the page for which you wish to enter a new name. Press the down (v) Cursor button [10], and move the blinking location to the Jog Dial.

4. The left-hand edge of LCD **(B)** now blinks to indicate that the character at the blinking location can now be overwritten. New characters entered will be written over the top of the current character so that the current character is erased. Use the **<** and **>** Cursor buttons **(10)** to select the characters to be rewritten.



5. Use the ten-key pad **(17)** to select the desired alphanumeric characters. Pressing the number buttons on the ten-key pad will cycle through the alphanumeric characters as follows:

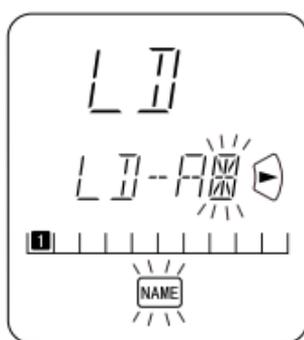
Ten keypad	Press, press again, press again, etc.
1	A → B → C → 1 → A
2	D → E → F → 2 → D
3	G → H → I → 3 → G
4	J → K → L → 4 → J
5	M → N → O → 5 → M
6	P → Q → R → 6 → P
7	S → T → U → 7 → S
8	V → W → X → 8 → V
9	Y → Z → / → 9 → Y
0	SPACE → + → — → , → ' → 0 →SPACE ($\frac{M}{M}$)

6. Therefore, to enter the letter "L", press the 4-key on the ten-key pad **(17)** 3 times in a row to cycle from J to K to L.

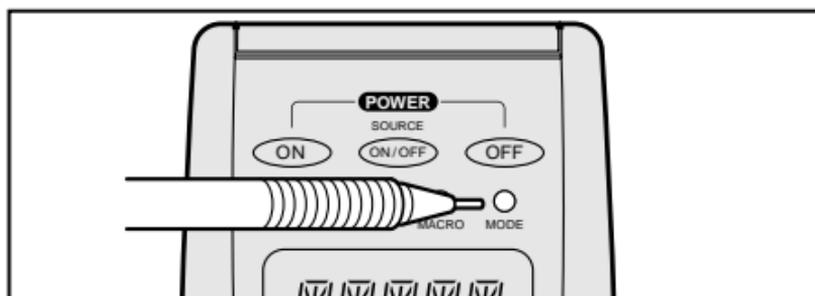


Once the desired character "L" appears, press either of the **<** or **>** Cursor buttons **(10)** and the L will be permanently written over the former character. Press the 0-key in order to replace unneeded extra characters with spaces ($\frac{M}{M}$).

7. Follow the same procedure to enter "D-A". When finished, press the **OK** Cursor button [10]. Pressing **OK** permanently fixes the newly written characters. Similarly, the function names can be overwritten by pressing the function buttons.



- Up to 5 characters can be entered in the function display and command display.
 - To rewrite the names of the other items in the Command Name indicator, use the **Jog Dial** [7] to select the desired command and repeat from step 5.
8. When you are finished rewriting, use a ballpoint pen or other sharp point to press the **MODE** button [1] to return the remote controller to the USE mode. The **USE** indicator is displayed on the LCD, and the newly programmed codes now can be used.



ERASING PROGRAMMED CODES

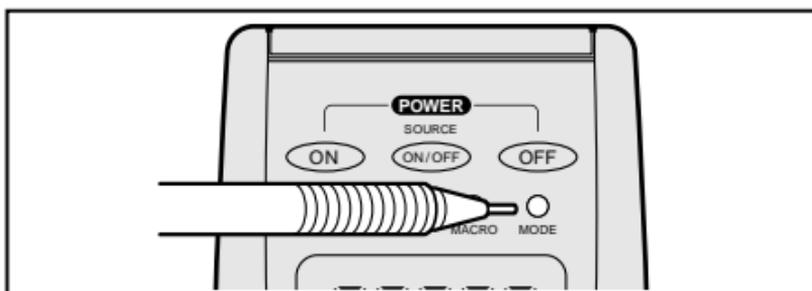
(Returning to Factory Presets)

Codes that have been programmed into the memory can be erased in 4 ways: by button(s), by function(s), by Jog Dial command, and by erasing all memory contents.

1. Use a ballpoint pen or other sharp point to press the **MODE** button [1] to switch the remote controller to the LEARN mode, so that the **LEARN** indicator is blinking on the LCD.

Note:

Erasing of programmed codes is only possible in the LEARN mode.



2. Erasing by Button(s)

To clear the codes and names programmed in any of the buttons

- the button concerned twice while holding down the **CLEAR** button **[15]**.

When the codes are cleared, the button returns to its factory presets or it is left empty.

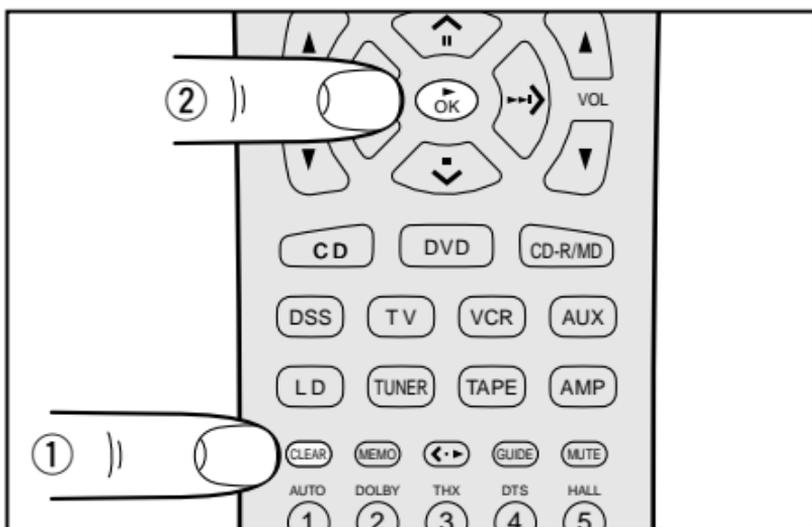
Jog Dial codes can be cleared in the same way: turn the Jog Dial to call up the name of the command whose codes are to be erased, and press the **ENT** button **[6]** (either the left one or the right one) twice while holding down the **CLEAR** button **[15]**, and the codes and command names memorized in the button will be cleared.

When the codes are cleared, the button returns to its factory presets or it is left empty.

- To erase codes programmed for the **CLEAR** button **[15]**, simply press the **CLEAR** button **[15]** continuously for 3 seconds.

As an example, let's clear the PLAY command from the laser disc player command set.

1. While holding down the **CLEAR** button **[15]**:

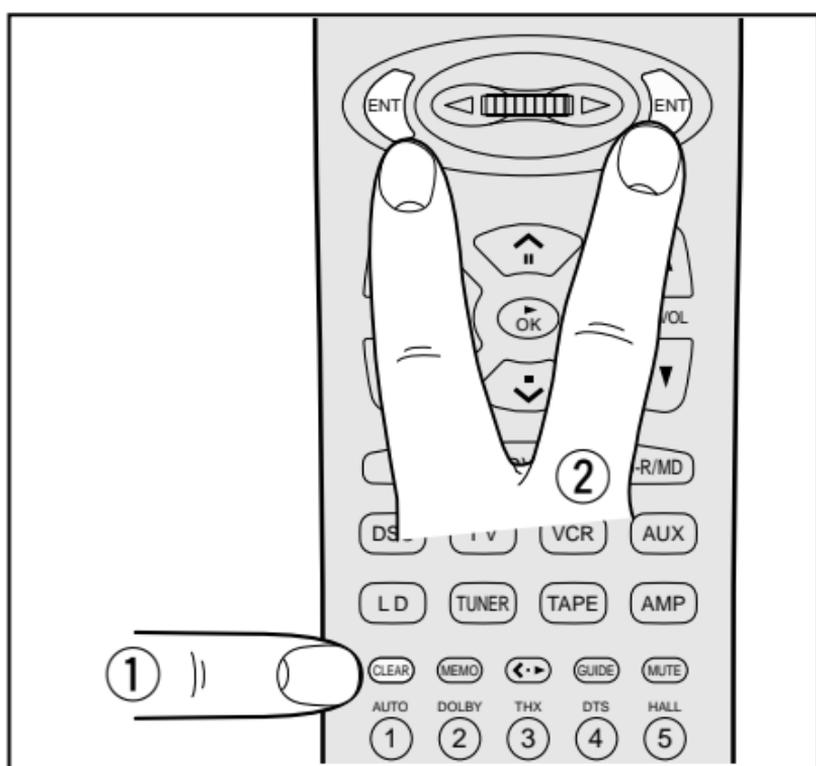


2. Press the **OK** Cursor button **[10]** twice.

3. Erasing Jog Dial Codes

To clear all codes and names previously set for each of the functions (LD, TV, etc.).

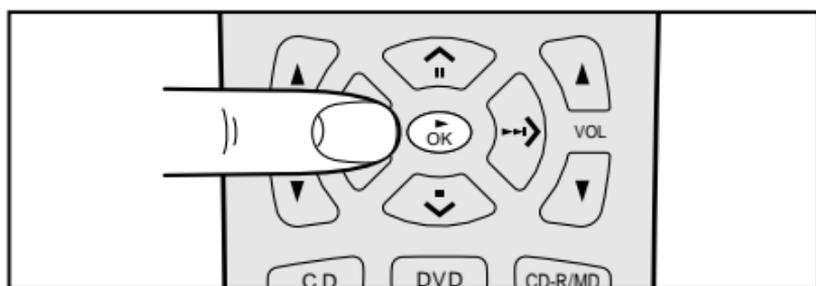
- Press the function button whose codes are to be cleared. When both the left and right **ENT** buttons [6] are pressed simultaneously while holding down the **CLEAR** button [15], "CLR?" appears at LCD [B].



While holding down the **CLEAR** button [15], press both the left and right **ENT** buttons [6].



- To go ahead with the clearing operation, press the **OK** Cursor button [10]. Clearing the codes returns all ten of the command names in the Jog Dial to their factory presets or they are left empty. LCD [B] will also be either returned to its original display or left empty.

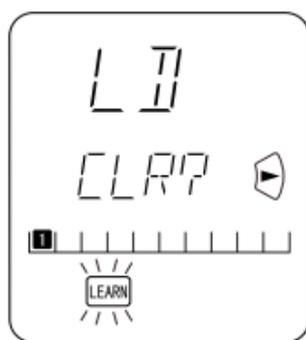
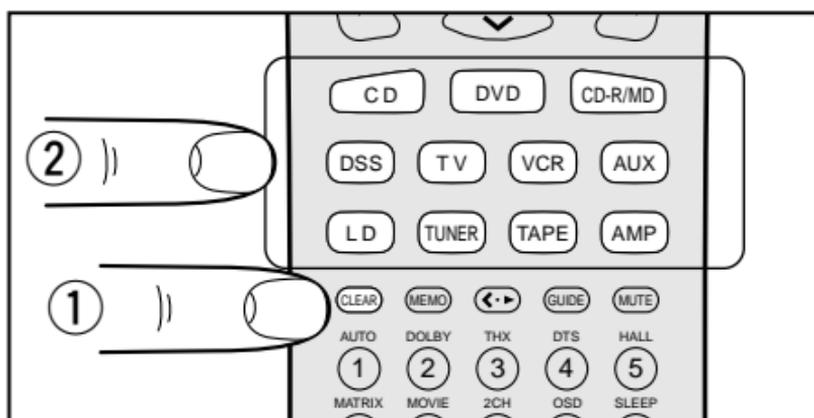


- To cancel the memory clearing operation, do not press **OK** Cursor button [10] and simply touch any other button.

4. Erasing Codes by Function

This procedure clears all the codes and names programmed for the LD, TV or any another function.

- When the button for the function to be cleared is pressed twice while holding down the **CLEAR** button [15], "CLR?" appears at LCD (B). To go ahead with the clearing operation, press the **OK** Cursor button [10].



This will return the button to its factory-presets or leave it empty if no factory presets are available. Accordingly, the LCD (B) will return to the factory-preset displays, or will simply be empty.

- To cancel the memory clearing operation, do not press the **OK** Cursor button [10] and simply touch any other button.

5. Erasing All Memory Contents

This procedure clears (resets) all the data programmed. Once all the data is cleared, the memory is returned to its factory preset status.

- When **ON** and **OFF** of the POWER buttons [3] are pressed simultaneously while holding down the **CLEAR** button [15], "ACLR?" appears at LCD (A).



To go ahead with the clearing operation, release the buttons, and press the **OK** Cursor button **[10]**.

Once the data is cleared, the codes are either returned to their original display or left empty. LCD is similarly returned to its factory preset or left empty. All the macro programs are also cleared.

- To cancel the memory clearing operation, do not press the **OK** Cursor button **[10]** and simply touch any other button.

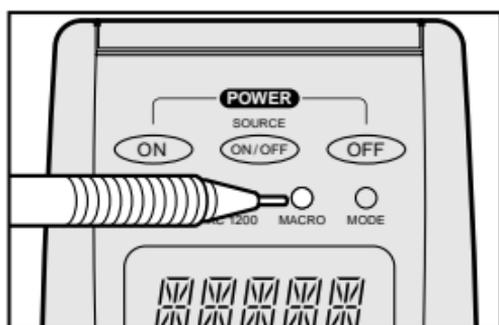
After the **OK** Cursor button **[10]** is pressed, clearing the entire memory will take approximately 10 seconds.

PROGRAMMING MACROS

Macros make it possible to use a single function button to perform more complex series of operations that would normally require pressing several buttons. A single button can be programmed to perform up to 10 steps in sequence. A typical example of such a series might be as follows:

- Turn the main amplifier power ON → Switch the function to DVD → Set the Surround Mode to Pro Logic → Switch the TV to video input → Set the DVD player to PLAY.
- No signals may be transmitted during macro programming.
- The various steps that make up a macro are set initially to be sent one after another in 1 second intervals, however these intervals may be shortened to as little as 0.5 seconds or lengthened to as much as 5 seconds using the Setup mode.
- In the macro mode, the number of steps the macro contains is displayed on LCD **©**. Macros may be programmed for each of the 11 function buttons, from LD to AMP.

1. Use a ballpoint pen or other sharp point to press the **MACRO** button **[2]** until the **MACRO** and **LEARN** indicators are displayed blinking on the LCD.



2. Press the **Function** button [8] for which you wish to program a series of operations. In this case, let's use the example of the laser disc player. Press the **LD Function** button [8].

Example

The LCD (A) will display **LD-M**.



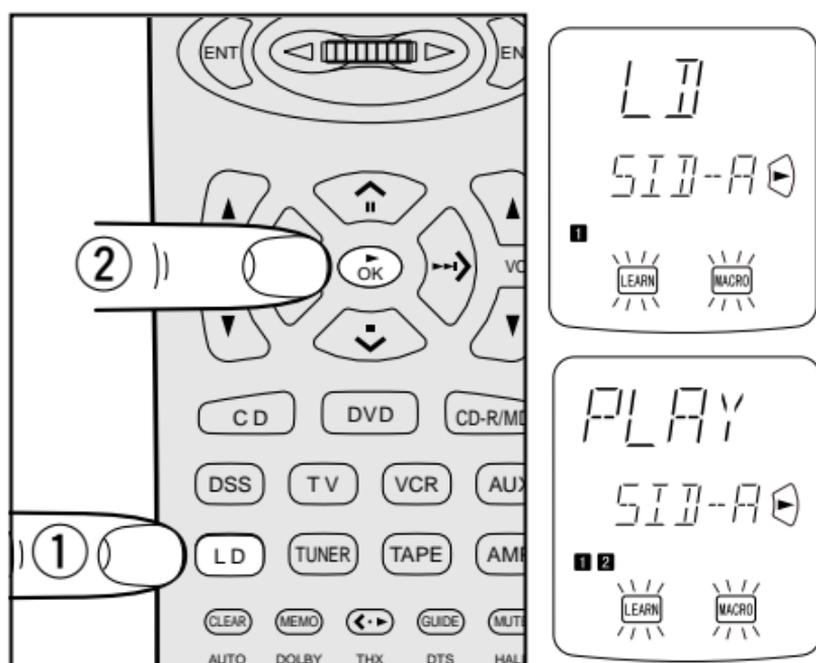
The characters displayed at LCD (A) are as follows. However, when a function name has been overwritten, "-M" appears for the first 2 or 3 characters.

LD-M, DVD-M, TV-M, DSS-M, VCR-M, AUX-M, TUN-M, CD-M, TP-M, AMP-M, CDR-M (or MD-M for remote controller set for MD).

- If a macro has already been set for the selected function button, the LCD (A) will blink. Also, the number of steps in the macro is displayed on LCD (C).

3. Press the buttons for the operations you wish to program as a macro in the sequence you want the macro to program them. The name of the button pressed appears on LCD (A). The number of steps in the macro is displayed on LCD (C) and this number increases by 1 with each button pressed.

For example, press LD, PLAY.



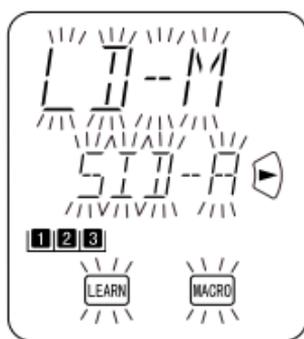
Each function button can be programmed to perform up to 10 steps in sequence.

- If, while programming, no buttons are pressed for approximately 1 minute, the remote controller will automatically return to normal mode, and no macro will be programmed in the memory.
4. When you are finished programming macros, use a ballpoint pen or other sharp point to press the **MACRO** button [2]. LCD (A) will display **END**, and the display will return to normal.
- Macros cannot be programmed for the **MODE** [1], **MACRO** [2], **< • ►** [11], **VOL ▲ /▼** [9], **MEMO** [16] or **CLEAR** [15] buttons. Although function operations in the Macro Mode can be programmed more than once, only the first function memorized in the ten function buttons including LD, CD, TV--but not the AMP button--will be sent from the remote controller (the amplifier or receiver function will change). For this reason, it is not possible to select multiple amplifier functions in a macro button. (If the AMP button is programmed, the same operations as those in the other function buttons will be performed.) Therefore, when executing operations in the Macro Mode, what happens is that, starting with the second function operation, only the function mode of the remote controller is changed, and no signals are sent.

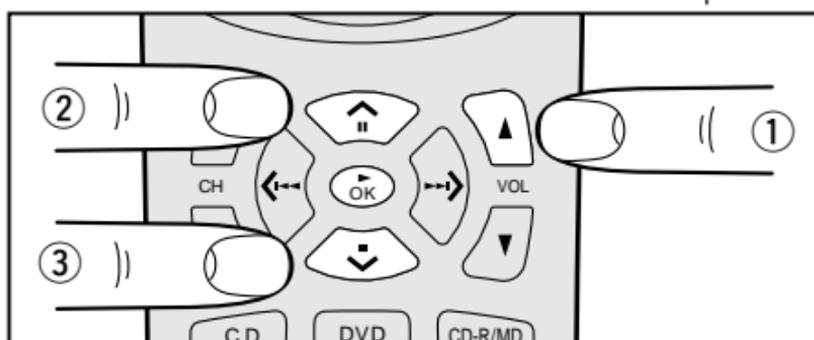
EDITING MACROS

Macros may be edited using following procedure.

1. Use a ballpoint pen or other sharp point to press the **MACRO** button [2] until the **MACRO** and **LEARN** indicators are displayed blinking on the LCD.
2. Press the **Function** button [8] to be changed. Let's use the example of the laser disc player, by pressing the **LD Function** button [8].
 - **LD-M** is displayed blinking on LCD (A).
 - The number of steps in the completed macro is highlighted on LCD (C). In this example there are 3 macro programs in memory.



- The **1** is highlighted if no macros have been programmed, and the remote controller is ready for macro programming.
3. While pressing the **VOL ▲** button **9**, press the **▲** and **▼** Cursor button **10** to call up the part of the macro to be changed. Once the part is displayed, release the buttons. Pressing the **▲** button increments the step number; conversely, pressing the **▼** button decrements the step number.
- To change a step by overwriting it, press the button in which the new step will be memorized. What was previously programmed will be cleared and overwritten with the new step.



- To insert a new step in between existing steps in a macro, after step 3 press the **MEMO** button **16**, then press the button for the new step. The numbers of the other steps will be adjusted accordingly to accommodate the new step. Since only 10 steps may be stored in any macro, the tenth step will be erased if a step is inserted when the total number of steps is already 10.



- To erase a step in a macro, after step 3 call up the number of the step to be erased and press the **CLEAR** button **15**.



- If while editing macros no buttons are pressed for approximately 1 minute, the remote controller will automatically return to normal mode, and no macro changes will be programmed in the memory.
4. When you are finished editing macros, use a ballpoint pen or other sharp point to press the **MACRO** button [2]. **END** will be displayed on LCD (A) and the display will return to normal.

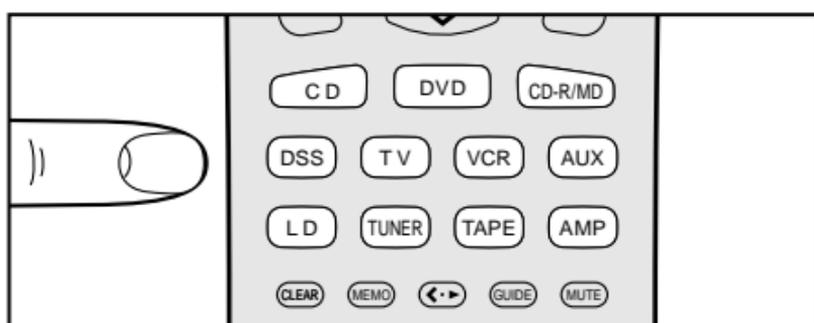
Note:

When the **Jog Dial** [7] has been programmed in a macro, changing the function immediately before causes the jog commands immediately after to be automatically changed to the commands of the new function. (The commands are changed to the commands on the same page number of the new function.)

USING MACROS

The following procedure will show how to use the function buttons for which you have programmed macros.

1. Press the **Function** button [8] for the desired macro for 3 seconds. **MACRO** is displayed on LCD (A) for approximately 1 second, after which the number of steps in the macro is displayed on LCD (C).



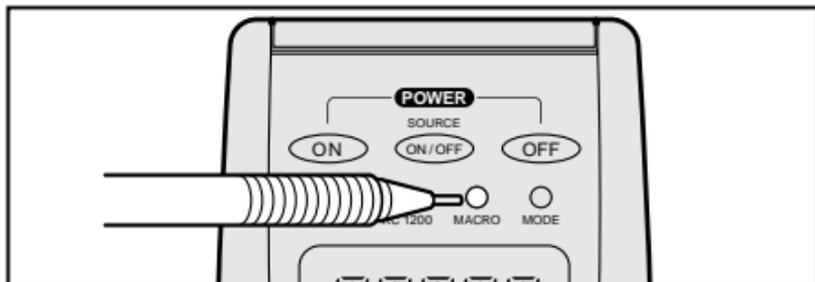
- The remote controller will do nothing if no macros are programmed. The macro steps are executed in order and the names of their buttons are displayed on the LCD. Also, the step numbers displayed on LCD (C) disappear as each step is executed.
2. After all macro commands have been transmitted, the remote controller returns to normal mode.
 - To cancel the transmission of a programmed macro, use the **v** Cursor button [10] (STOP button).

EXAMPLES OF MACRO PROGRAMS

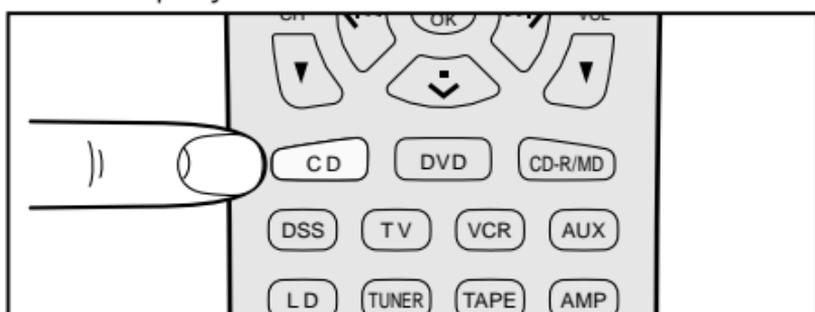
Example 1

Change the input source for the amplifier to CD and play the 3rd track on a CD in the CD player.

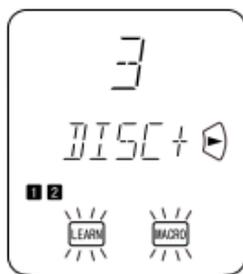
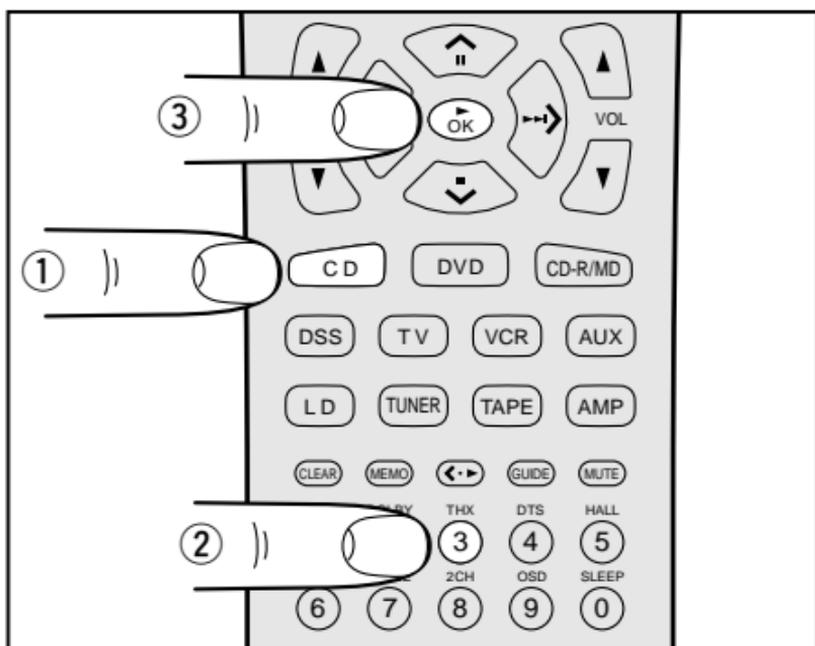
1. Use a ballpoint pen or other sharp point to press the **MACRO** button [2].



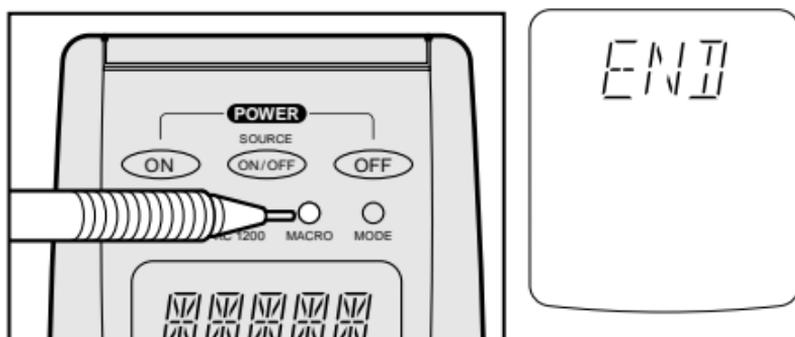
2. Press the **CD function** button [8]. CD-M is displayed on the LCD.



3. Press **CD** [8], **3** [17], and **▶ OK** [10] in this order.



When you are finished programming the macro, use a ballpoint pen or other sharp point to press the **MACRO** button [2].



Now, execute the macro you just programmed.

1. Press the **CD Function** button [8] for 3 seconds.



2. The macro commands are transmitted to the components in order, and the names of the operations being performed are displayed on the LCD in order.



Example 2

Turn the main amplifier ON → Change the amplifier's input source to LD → Set the Surround mode to DOLBY → Switch the TV to video input → Set the laser disc player to PLAY

1. Use a ballpoint pen or other sharp point to press the **MACRO** button [2].
2. Press the **LD Function** button [8].

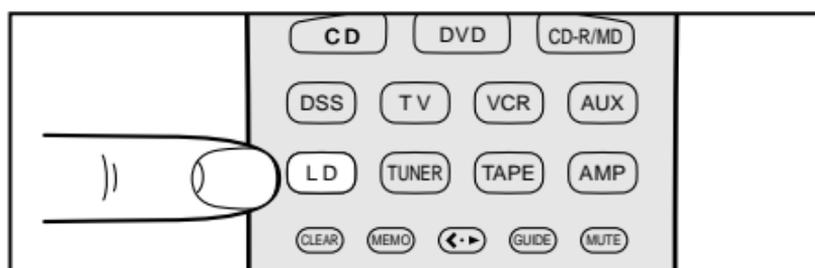


- Here the **LD Function** button [8] is used as the macro button, but any function button can in fact be used.

- To set the various steps of the macro, press the following buttons in order: **POWER ON** [3], **LD** [8], **AMP*** [8], **2** (DOLBY) [17], **TV*** [8], **VIDEO** (use **Jog Dial** [7] to select VIDEO and press **ENT** button [6]), **LD*** [8], **▶** [10].
- When you are finished programming the macro, use a ballpoint pen or other sharp point to press the **MACRO** button [2]. The remote controller returns to normal mode.

Now, execute the macro you just programmed.

- Press the **LD Function** button [8] for 3 seconds.



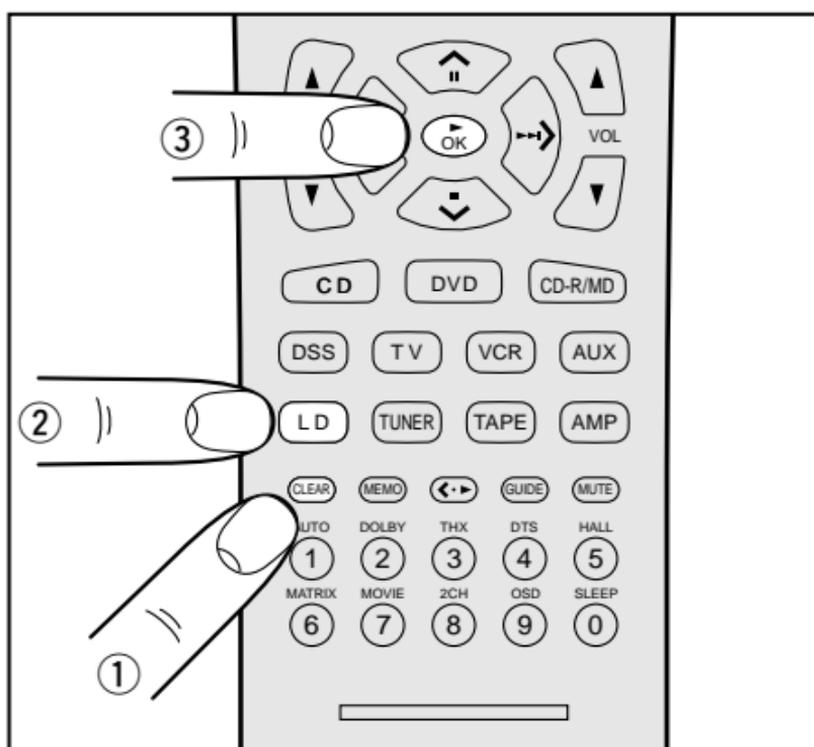
The macro commands are transmitted in order, and the names of the operations being performed are displayed on LCD  in order.

- When executing this macro, function operations AMP*, TV*, and LD* only switch the command set of the remote controller and no signal is transmitted to the component.
- To cancel the transmission of a programmed macro, use the **v** Cursor buttons [10] (STOP button).

CLEARING MACRO PROGRAMS

The following procedure is used to erase macros you have programmed into the remote controller's memory.

- When one of the **function** buttons **8** (**LD** in this example) is pressed for 3 seconds while holding down the **CLEAR** button **15**, "**LDCL?**" appears at LCD **A**. If you wish to continue the clearing operation, press the **OK** Cursor button **10**.



- To cancel the memory clearing operation, do not press **OK** Cursor button **10** and simply touch any other button.

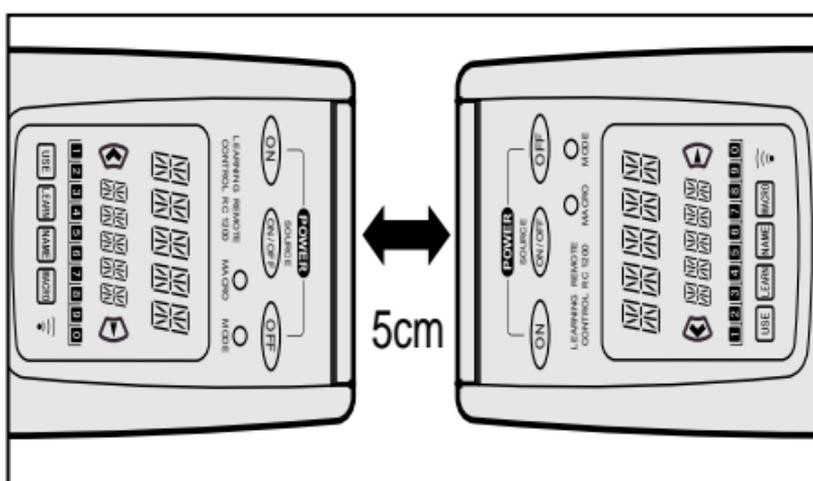
USING THE CLONE MODE

All the codes which have been programmed can be copied altogether into another RC1200 remote controller by a few simple operations. (Macros and the set-up contents will also be copied.)

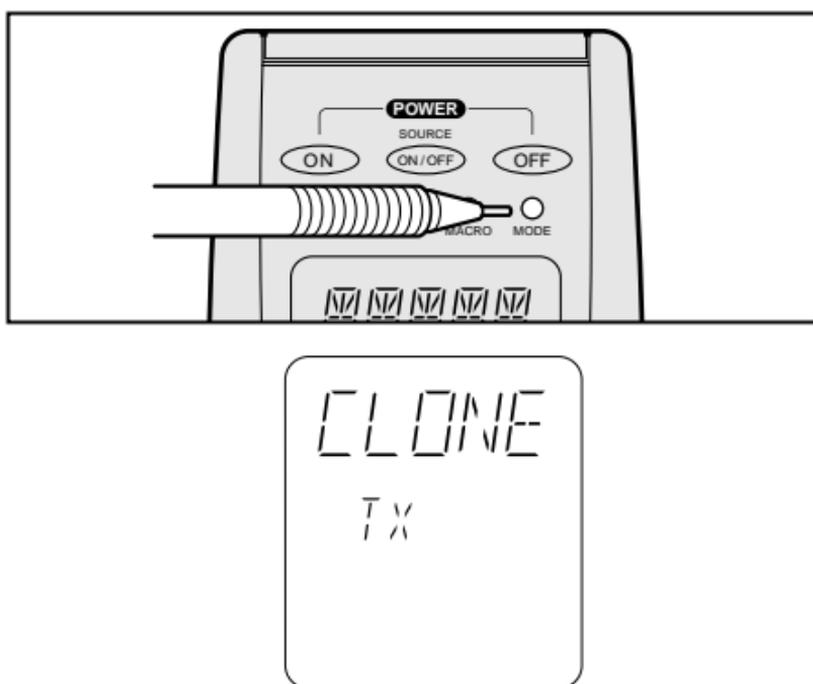
Note:

The clone function cannot be used for copying unless the same model (RC1200) is used for the remote controllers at the sending and receiving ends.

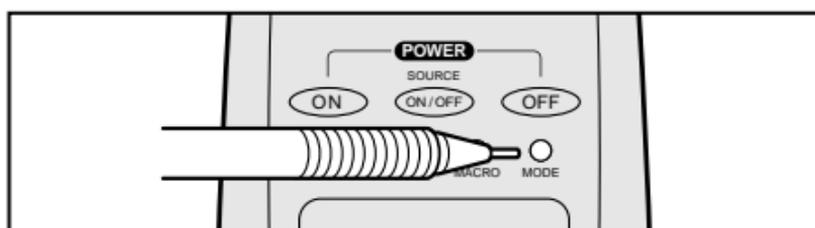
1. Place the light sensor (in the head section) of the remote controller at the receiving end about 5 centimeters (2 inches) away from and directly in front of the transmitter (also in the head section) of the remote controller at the sending end.



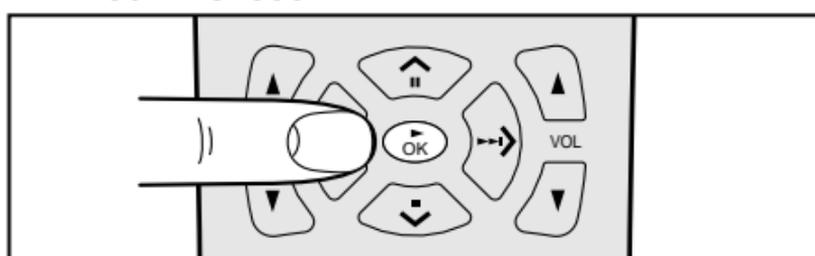
2. Use a ballpoint pen or other sharp point to press the **MODE** button **1** on the sending unit to call up the **CLONE** and **TX** displays. **CLONE** appears at LCD **A** and **TX** at LCD **B**.



- Use a ballpoint pen or other sharp point to press the **MODE** button [1] on the receiving unit to call up the **CLONE** and **RX** displays. **CLONE** appears at LCD (A) and **RX** at LCD (B).



- Press the **OK** Cursor button [10] on the receiving unit.
- Press the **OK** Cursor button [10] on the sending unit. The copying operation is now commenced.

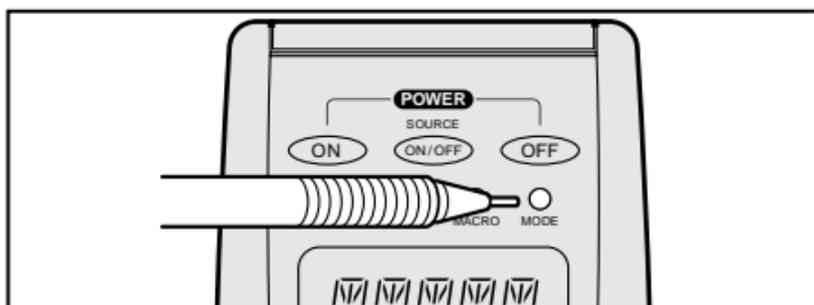


- During the copying operation, the bar displays at LCD (C) on both units start moving from left to right. After the entire bar displays have lighted, the display at LCD (B) on the receiving unit changes to **RX OK** and the LCD display on the sending unit changes to **TX OK**. Copying is now completed.



- Do not touch either of the remote controllers during the copying operation. Doing so may cause copying to fail.
- When copying has failed at an interim point, **RX NG** will appear on the LCD display of the receiving unit. Check steps 1 to 5, and repeat.

- Copying takes about 3 minutes to complete if the programming capacity in the sending unit is 100%.
7. When copying is completed, use a ballpoint pen or other sharp point to press the **MODE** button  on both remote controllers to call up the USE display.

**Note:**

If **RX NG** is displayed, all the receiving unit's buttons which were programmed will be returned to the factory presets (RC-5).

COPY MODE

In the copy mode, the preset codes or programmed codes stored in the buttons can be transferred (copied) to other keys as desired.

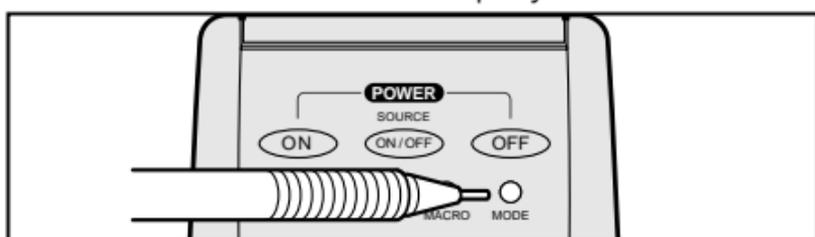
The information that will be copied includes not only codes but also names which have been assigned. Information can be copied on a button by button basis, and Jog Dial codes can be copied.

Buttons which are excluded from the copying process are the **MODE** button [1], **MACRO** button [2], <•> button [11] and **function** button [8].

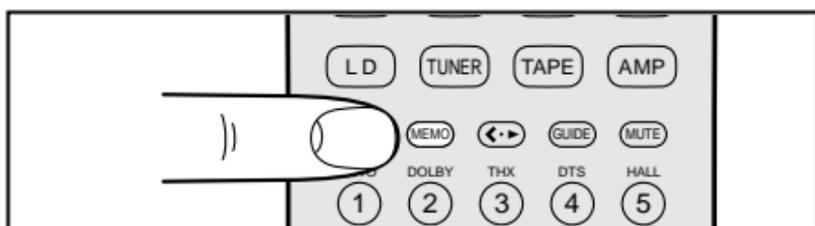
COPYING ON A BUTTON BY BUTTON BASIS

As an example, the information stored in 1 [17] on the ten-key pad for the LD function will be copied here to 1 [17] on the ten-key pad for the DVD function.

1. Use a ballpoint pen or other sharp point to press the operation **MODE** button [1] to call up the **LEARN** display. **LEARN** now blinks on the LCD display.



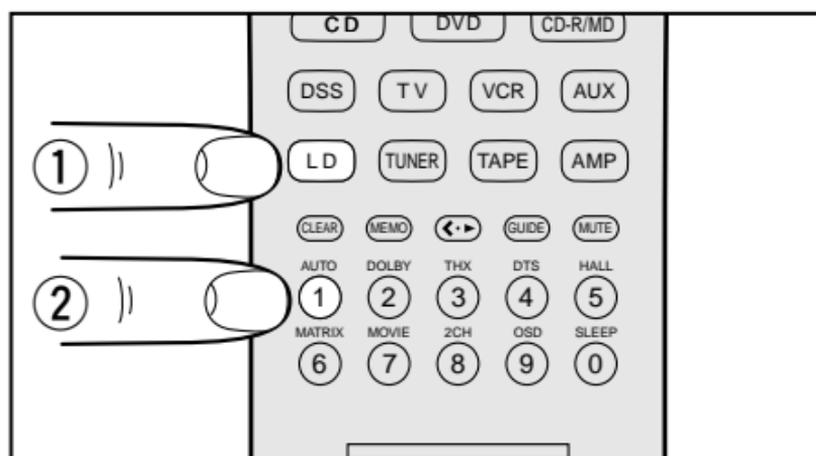
2. Press the **MEMO** button [16] for 3 seconds. (The learn mode of the **MEMO** button is established first, and after 3 seconds it changes to the COPY mode.)
"CPY→" appears at LCD (A).



3. Select 1 of the LD function button on the copy source. Press the **LD function** button [8], and then press 1 on the **ten-key pad** [17] for 3 seconds.

The display at LCD (B) changes from LD to 1, and the characters "1" stops blinking and remain lighted.

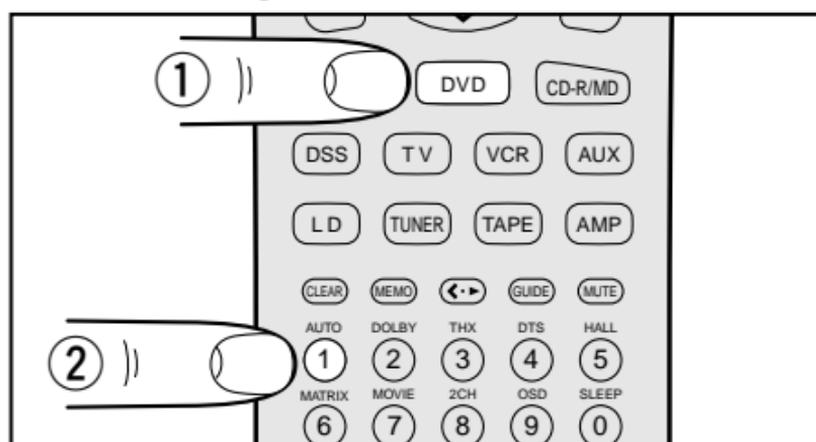
"CPY←" appears at LCD (A).



The copy source has now been established.

4. The copy destination is selected next. Press the **DVD function** button [8], and then press 1 on the **ten-key pad** [17] for 3 seconds.

The character "1" stops blinking and remain lighted.



When copying finishes, the **OK** display appears at LCD (A).

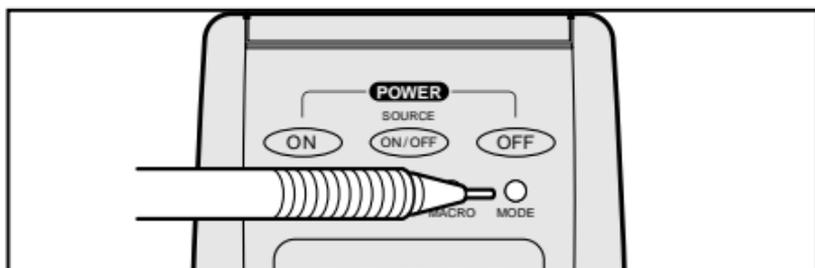
"CPY→" appears again at LCD (A).

Now repeat steps 3 and 4. When copying is completed, press the **MODE** button [1] and call up the **USE** display.

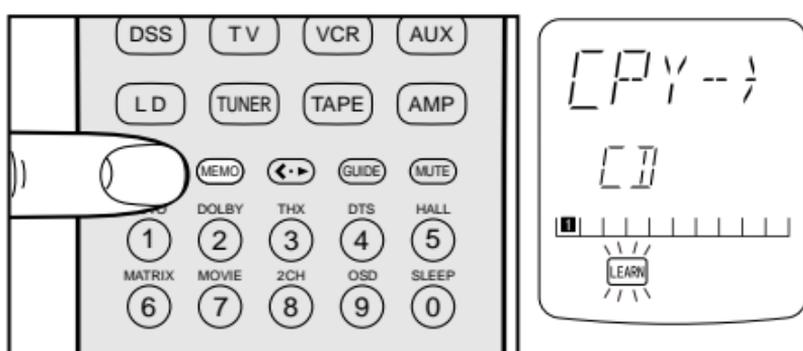
COPYING THE JOG DIAL INFORMATION

As an example, 1 (DISC+) for the CD function will be copied here to 1 (OSD) for the DVD function.

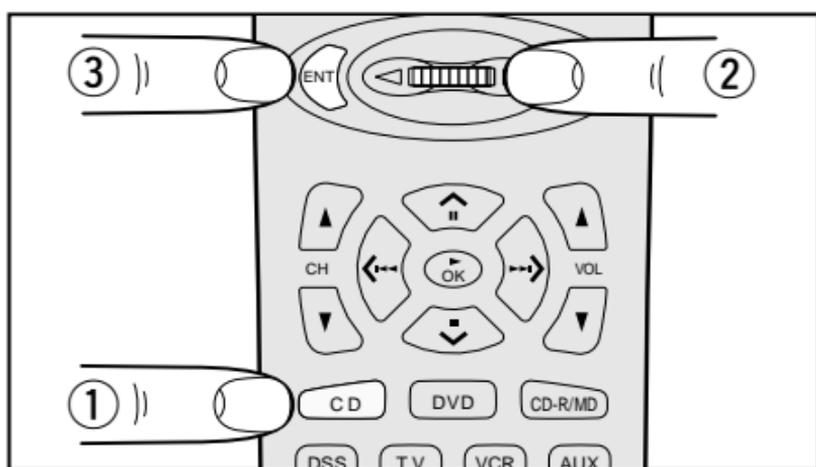
1. Use a ballpoint pen or other sharp point to press the operation **MODE** button [1] to call up the **LEARN** display. LEARN now blinks on the LCD display.



2. Press the **MEMO** button [16] for 3 seconds. (The learn mode of the **MEMO** button is established first, and after 3 seconds it changes to the COPY mode.)
"CPY→" appears again at LCD (A).



3. Press the **CD function** button [8] on the copy source, turn the **Jog Dial** [7] to select 1 (DISC+), and then press the **ENT** button [6] for 3 seconds.



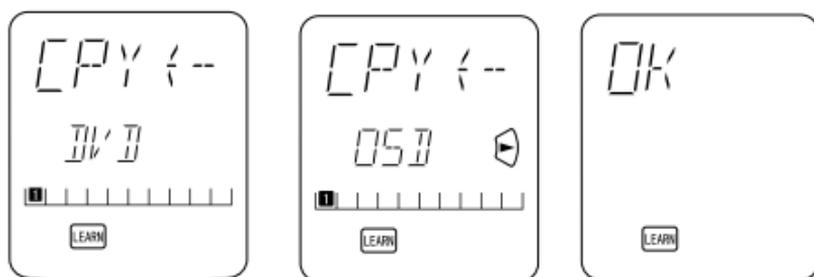
CD appears at LCD ②, and then the 1 (DISC+) characters stop blinking and remain lighted. (The Jog Dial name is displayed.)

The copy source has now been established.

"**CPY←**" appears at LCD ③.

4. The copy destination is selected next. Press the **DVD function** button [8], turn the **Jog Dial** [7] to select 1 (OSD), and then press the **ENT** button [6] for 3 seconds. DVD appears at LCD ②, and then the 1 (OSD) characters stop blinking and remain lighted.

(The Jog Dial name is displayed.)



When copying finishes, the **OK** display appears at LCD ④.

"**CPY→**" appears again at LCD ⑤.

Now repeat steps 3 and 4.

When copying is completed, press the **MODE** button [1] and call up the USE display.

Operating tip

In the same way, copying is possible from **Jog Dial** [7] to a button other than jog and vice versa.

Now repeat steps 3 and 4.

When copying is completed, press the **MODE** button [1] and call up **USE** on the LCD display.

OTHER FUNCTIONS

LIGHTING BUTTON

To allow easy use in a location which has been darkened for a home theater performance, for instance, this remote controller has an LCD display which lights up. It lights up when the **LIGHTING** button **[19]** or any other button is pressed. While the **LIGHTING** button **[19]** is pressed, it lights, and when it is released, it goes off.

- Signals can be sent even while the LIGHTING button is held down.
- The display can be set to light for a duration of 0 to 10 seconds.

Note:

- When the lighting duration is set to 0, the LCD display will light up only while the **LIGHTING** button **[19]** is held down and for 5 seconds after the button is released.

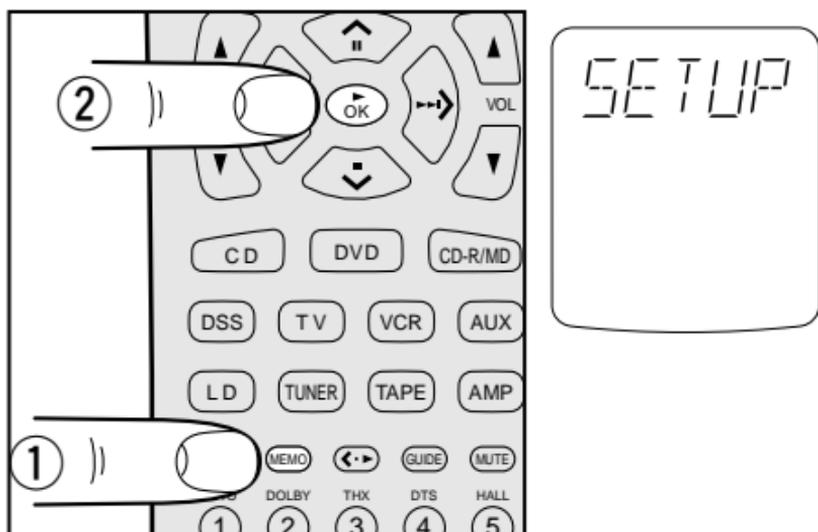
LUMINOUS BUTTONS

The buttons on this remote controller are designed to remain luminous in dim lighting conditions. If the buttons are no longer luminous when the remote controller is used in low light, recharge them by placing it near a fluorescent or other light source for a sufficient amount of time. This should return the buttons to their luminous condition.

SETUP

Switch the RC-5 destination or adjust the time interval between transmissions of macro operations as follows:

1. While pressing the **MEMO** button **[16]**, press the **OK** Cursor button **[10]**. This will switch the remote controller to the Setup mode.
(Wait 3 seconds.)



The Setup mode includes the following items, which may be accessed using the \blacktriangle and \blacktriangledown Cursor buttons $\boxed{10}$.

- Switch destination (version) (VER)
- Adjust time interval between transmissions of macro operations (MACRO)
- LCD lighting duration adjustment (LIGHT)



VER: Switches the type of preset codes contained in the remote controller .

LCD \textcircled{A} displays **VER**, while LCD \textcircled{B} displays either **USA** or **REST**. **USA** means that the **CD-R/MD Function** button $\boxed{8}$ is set to CD-R. **REST** means that the **CD-R/MD Function** button $\boxed{8}$ is set to MD.

Use the \blacktriangleleft and \blacktriangleright Cursor buttons $\boxed{10}$ to select the desired version, then press the **OK** Cursor button $\boxed{10}$. This will finish the operation and return the LCD to its original state.

- To cancel the setting, press any button other than the Cursor buttons $\boxed{10}$.
- To continue the setting, press the \blacktriangledown Cursor button $\boxed{10}$.



Note:

Codes that have been programmed will not be erased even if the VER setting is changed, however the **NAME** indicator displays associated with the Jog Dial command will be changed. Also, the Jog Dial commands for CD-R/MD functions that are contained within macros will also change.

MACRO: Adjusts the time interval between transmissions of macro operations

When the **v** Cursor button **[10]** is pressed, LCD **(a)** displays **MACRO**, while LCD **(b)** displays **STEP**.

One square (■) in LCD **(c)** is equivalent to an interval of 0.5 seconds, allowing intervals of up to 5 seconds to be set. The remote controller is set at the factory with an interval of 1 second, as indicated by (■ ■ □ □ □ □ □ □ □ □). Adjust the interval between transmission of operation codes using the **<** and **>** Cursor buttons **[10]**, then press the **OK** Cursor button **[10]**.



- To cancel the setting, press any button other than the Cursor button **[10]**.

LIGHT: Adjusts the LCD display lighting duration.

When the **^** or **v** Cursor button **[10]** is pressed, **TIME** appears at LCD **(B)**. Every ■ at LCD **(C)** represents a second, and a lighting duration of up to 10 seconds can be set.

The unit is set at the factory with a duration of 5 seconds (■ ■ ■ ■ ■ □ □ □ □ □). When 0 is set, only the **LIGHTING** button **[19]** can be used to light up the LCD display: no other buttons can be used to perform this operation.

Press the **<** Cursor button **[10]** to decrease the lighting duration; conversely, press the **>** button to increase it.



- After setting the duration, press the **OK** Cursor button **[10]**.
- To cancel the setting, press any button except the Cursor button **[10]**.
- To continue with the setting, press the **^** or **v** Cursor button **[10]**.

JOG DIAL COMMAND

FUNCTIONS LISTING

Each of the 10 Jog Dial commands on the LCD has 5 character labels attached for pre-programmed remote commands. These commands can be used with various Marantz A/V components, or other components using the Philips RC-5 remote control language (without DSS function).

You can easily replace the factory-supplied remote command codes with different codes from other brands of component. Most of the supplied functions apply to a wide variety of component from many companies. The following list shows the remote code assignments for the Jog Dial commands, for each of the 11 Function buttons, as supplied from the factory. You can add or replace Jog Dial commands, including re-naming them if you wish, in order to customize the remote controller for your own particular selection of A/V components.

Function	Command	Note
AMP	1 MODE	selects surround mode
	2 A/D	switches analog/digital input
	3 ATT	switches attenuator for analog input
	4 NIGHT	selects NIGHT mode for Dolby Digital
	5 MULTI	activates multi-room mode
	6 6-DIR	activates 6-channel input
	7 TRB+	increases treble
	8 TRB-	decreases treble
	9 BAS+	increases bass
	0 BAS-	decreases bass
TUNER	1 FM	FM band
	2 AM	AM/MW band
	3 LW	Long Wave band
	4 T-MOD	mono/stereo/muting mode selector
	5 SCAN	programmed preset channel scan
	6 STM	selects station mode
	7 AF	selects AF function
	8 PTY	selects PTY function
	9 DISP	selects display function
	0 DWR	selects DSR wave range

Function	Command	Note
TV	1 A/CH 2 100S 3 VIDEO 4 INFO 5 S-PIC 6 S-SUD 7 S-CH 8 ADV 9 OSD 0 MENU	alternate channel 100's selects video information smart picture smart sound smart channel advance activates on-screen display menu
CD	1 DISC+ 2 DISC- 3 TEXT 4 SHUFL 5 REPT 6 TRAY 7 AMS 8 TIME 9 FF 0 REW	CD changer next disc CD changer previous disc deactivates text function shuffle play function repeat function tray open/close automatic music scan time display elapsed/ remaining/total fast forward rewind
LD	1 SID-A 2 SID-B 3 DISP 4 AMS 5 AUDIO 6 RPT-A 7 RPT-B 8 CP/F 9 EDIT 0 D/CX	side A side B display on/off automatic music scan selects audio mode repeat A start point repeat B stop point selects chapter or frame activates edit function selects digital audio/ analog audio/CX NR
TAPE	1 TP-A 2 TP-B 3 DIR 4 TIME 5 TRAY 6 AMS 7 REC 8 PAUSE 9 0	selects tape deck A selects tape deck B auto reverse direction time display tray open/close automatic music scan record pause
VCR	1 REC 2 SELCT 3 2XPLY 4 SLOW 5 STIL 6 OTR 7 AUDIO 8 SKIP 9 VIS+ 0 VIS-	record selects TV or VCR twice normal playback speed slower than normal playback speed still frame one touch recording audio track selector skip to next program marker VHS index search next VHS index search previous

Function	Command	Note
DSS/V2	1 DISP 2 PREV 3 SELCT 4 AUDIO 5 FAV 6 ALT 7 FTCH 8 ANT 9 REC 0 OTR	brings up on-screen channel marker goes to previously selected channel selects TV or VCR audio track selector favorite users and channel lists alternate audio channel, languages brings up on-screen channel logos select broadcast or cable antenna record one touch recording
AUX	1 No 2 No 3 No 4 No 5 No 6 No 7 No 8 No 9 No 0 No	no output no output no output no output no output no output no output no output no output no output
DVD	1 OSD 2 TITLE 3 ZOOM 4 MENU 5 10+ 6 SETUP 7 ANGLE 8 SUB-T 9 RESUM 0 AUDIO	activates on-screen display selects title menu zoom mode on/off selects main menu digit entry +10 selects setup menu selects angle selects subtitle resume function selects audio

For USA setups

Function	Command	Note
CDR	1 INPUT 2 INCR 3 SYNC 4 REC 5 PROG 6 TRAY 7 DISP 8 FINAL 9 BLANK 0 REPT	selects input source increments track number activates SYNCRO. recording records pause activates program mode tray open/close display mode finalizes (writes TOC) records blank activates repeat mode

For REST setups

Function	Command	Note
MD	1 REC	records pause
	2 REPT	selects repeat mode
	3 RANDM	random play
	4 DISP	selects display mode
	5 EDIT	selects edit mode
	6 EJECT	eject
	7 LP	selects SP/LP mode
	8 DEL	selects delete
	9 ENTER	selects enter
	0 SYNC	SYNCRO. recording

SPECIFICATIONS

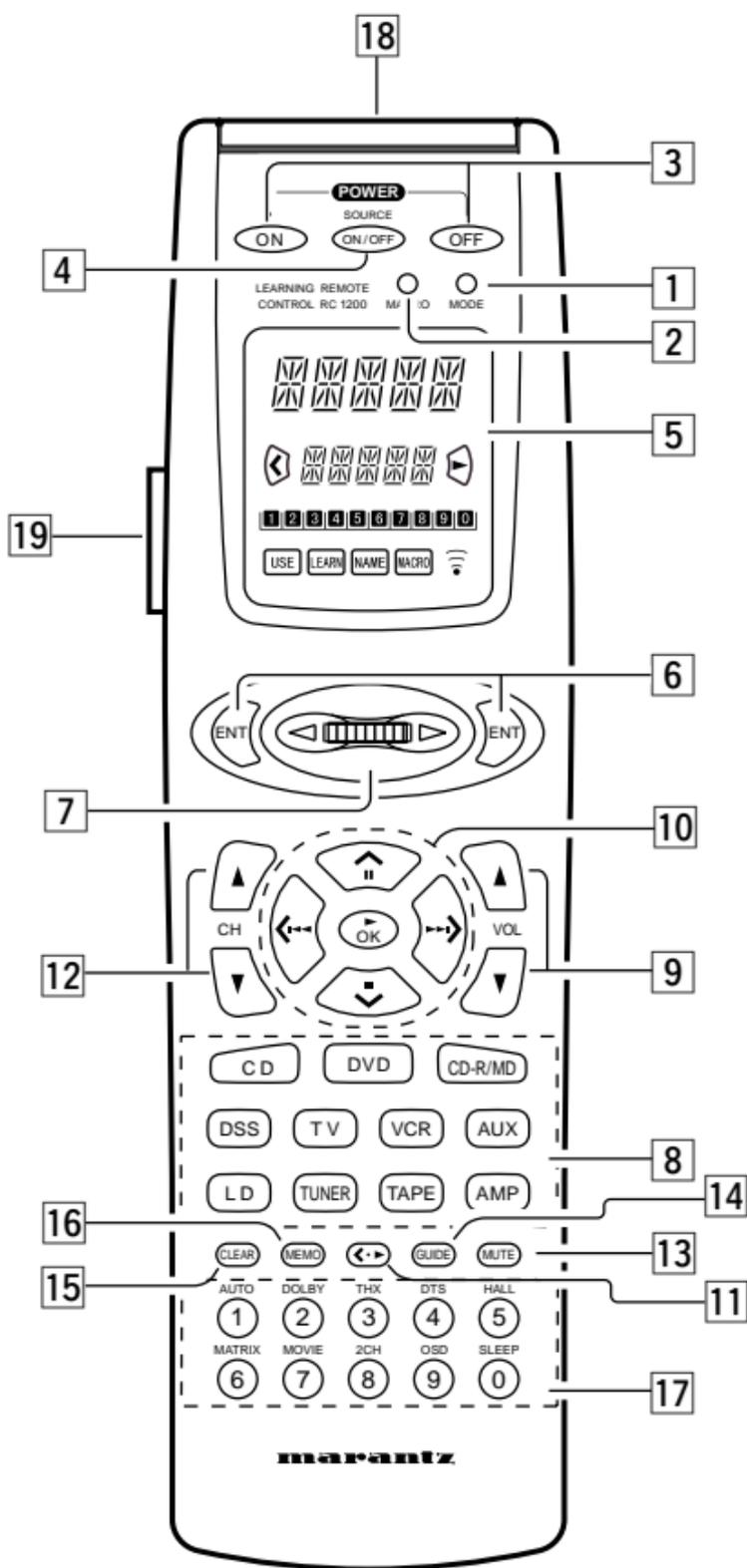
System	Infrared type programmable remote control
Learning and transmission-capable infrared carrier frequency band	20 to 70 kHz
Transmission infrared wavelength band	950+/-45nm
Maximum number of programmable codes	407
Power supply	Size "AA" alkaline batteries x 2
Dimensions	225(H) x 65(W) x 26(D) mm
Weight (including batteries)	200 g

Accessories

Alkaline batteries	2
Product warranty	1
User guide	1

Note:

Depending on the types of codes programmed, it may not be possible to program a total of 407 codes.



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