

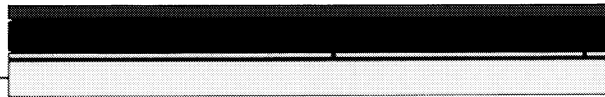
*Your Beosystem 7000 is easy and very convenient to use – you can in fact operate the whole system without leaving your chair.*

*The Beolink 7000 is your personal key to mastering all the units and all the functions in your Beosystem 7000. No matter where you move the Beolink 7000, you will feel as if the whole system is moving with you.*

*Every function in your Beosystem – primary or secondary – becomes visible and easily accessible on the Beolink 7000 – as if the user's guide were simply built in.*



Beocord 7000



Beogram CD 7000





Beogram 7000

Beomaster 7000

The Beolink 7000 provides a dialogue between you and your system. Whenever you touch the Beolink 7000, it responds by telling you what the system is doing.

At the same time it offers you the operating keys for functions currently available. When and where they are relevant.



*Note: The Beolink 7000 is the key to all the functions in your Beosystem 7000, but it also masters a number of functions in an integrated Bang & Olufsen audio/video system. The Beolink 7000's own user's guide gives you an overview of all the functions available in a full audio/video system.*

*The Beolink 7000 is customized to the system with which it is being used. This means that your own particular system dictates which functions and keys are made available on your Beolink 7000. See page 26 in the Beolink 7000 user's guide for details of the setting-up procedure.*

*Complete setting-up and maintenance instructions for each individual unit in your Beosystem 7000 are in the setting-up guide enclosed with each unit.*

*Operation can also be carried out directly on the unit, and close operating instructions are included in the setting-up guides.*

**6 Starting off***Everyday operation***9 Using the radio***Tuning in to radio stations**Presetting stations on program numbers**Naming stations***12 Using the CD player***Loading the CD**Playing the CD***16 Using the tape recorder***Loading the tape**Playing the tape**Recording on to tape***22 Using the turntable****24 Programming***Setting the clock**Timer programming***30 Sound adjustments****32 Lexicon: explaining the red and white keys****38 Displays on the radio, the CD player, the tape recorder, and the turntable**

## Revealing the keys

Touch the lower part of the Beolink 7000... and it wakes up, offering you the keys for the functions you may want to access now. It also gives you a readout of the current status of the system.

To simplify the operation of your Beolink 7000 even further, you can conceal all but the most essential keys for the very primary functions. Touch **MASK** (red key) to conceal or recall the keys.

*Note: The Beolink 7000 stays awake as long as you are operating it. If you leave it unused for approximately 30 seconds, all the keys and displays automatically disappear. To reveal them again, simply touch the lower panel.*

## How to switch on to a source

If the Beosystem 7000 is in stand-by mode when the Beolink 7000 wakes up, you will see that the white keys in the blue display offer you all the sources available in your system.

If the system is already playing, you will automatically be offered a choice of red and white operating keys, relevant to the source which is playing.

To go on to another source, touch **SOURCE** (red key). All your sources are now visible in the blue display.

Touch the Beolink 7000 to reveal the keys

*This picture now appears ►*

*If you don't see this picture, touch **SOURCE** (red key) to reveal it*

Choose the source you want, for example **RADIO** if you want to listen to the radio



*The source of your choice switches on immediately, and the system status is shown on the status display. Choosing radio gives you the program you were last listening to.*

PLAYING STRUER  
PROGRAMS: 1 2 3 4 5 6 7 8

TUNE

SETUP

#### 0 - 9

Selects other radio programs, or tracks on a CD or a tape

< >

Steps through programs or tracks (backward or forward)

^

Raises the volume

v

Lowers the volume

#### MUTE

Mutes the loudspeakers – touch again to recall the sound

●

Switches the system to stand-by

## Using the number keys

The keyboard and the two “arrows” pointing left and right help you find other radio programs or other tracks on a CD or a tape.

You can choose any number directly, simply by pressing the appropriate number on the keyboard. 0 alone gives you the previous radio program.

## Adjusting volume

The volume controls are the two red “arrows” pointing up and down.

The current volume level is indicated in the red status display.

## Muting the system

The red **MUTE** key mutes the loudspeakers. This is useful if you want to silence the system immediately without having to switch off.

When the system is muted, the volume level display will show --.

Touch **MUTE** again to recall the sound.

## Switching off

The red ● switches the system to the stand-by mode.

## What's in the red status display

The actual status of the system can be seen at the top of the Beolink 7000. Each time the Beolink 7000 wakes up, the display tells you what the system is currently doing.

If you change the system status, for example by adjusting volume or choosing another radio program, the status display changes too.

Here are some examples:



*Radio is playing on program number 5*

*Volume level is 24*



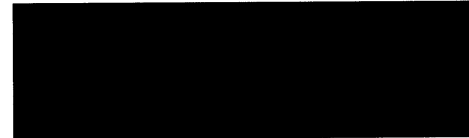
*CD track 8 is playing*

*Volume level is 32*



*Audio tape track 8 is playing*

*Volume level is 40*



*A record is playing*

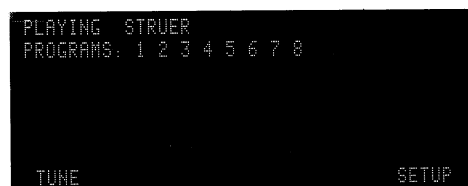
*The speakers are muted*

## What's in the blue prompt or dialogue display

The blue display gives you the information or “prompts” you need to carry out an operation. It will therefore change constantly as you proceed from one step in an operation to another.

The text in the two bottom lines of the display are the white keys, which offer you the functions available to you in any given situation.

Here are some examples:



*The radio station named Struer is playing – you have a choice of 8 preset radio stations.*



*A compact disc is playing – it contains 9 tracks.*



*An audio tape is playing – it contains more than 10 tracks.*



*A record is playing.*



## Tuning in to radio stations

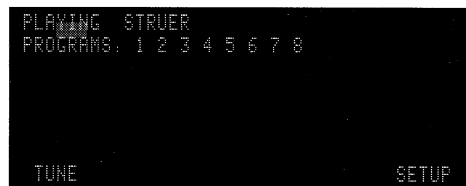
To select a radio station by keying in its program number, as explained on pages 6 and 7, you must first tune to all the stations available in your area and preset them on program numbers of their own.

You can tune in to a radio station by keying in the exact frequency or by letting the Beomaster find it for you.

*Note: The Beomaster 7000 is equipped to receive stations in both the AM band and the FM band. Proper FM and AM antennae must be connected to the Beomaster in order for it to pick up the stations available in your area. See the Beomaster 7000 setting-up guide for details about antenna connections.*

Select RADIO as source

A picture like this example appears in the blue display ►



*This picture shows which program numbers you have already stored in your system, in this example 1-8.*

*If the Beomaster is tuned to an FM station transmitting a name, this name will also appear within a couple of seconds.*

*TUNE... Gives you access to tuning in to radio stations.*

*SETUP... Gives you access to storing stations on program numbers, naming stations, clearing existing numbers, or switching from stereo to mono.*

If you want to tune in to a specific frequency, touch TUNE to access the tuning functions

This display now appears ►

If you know the exact frequency of the station you want, touch FREQUENCY, then key in the frequency (red number keys)



*AM/FM... Switches between the AM and FM frequency bands.*

*<SEARCH/SEARCH>... Starts searching for a radio station (down or up the frequency band).*

*EXIT... Brings you out of the tuning procedure.*

*FREQUENCY... Gives access to keying in the frequency of the radio station you want to tune to.*

*<FINE/FINE>... Fine tunes the radio station you are listening to (towards a lower or higher frequency).*

If you want the Beomaster to search for a station, touch <SEARCH or SEARCH>

*The Beomaster will stop at the first station producing an acceptable signal. If this is not the station you want, touch <SEARCH or SEARCH> again*

If you want to switch from AM to FM or vice versa, touch AM/FM

## Presetting stations on program numbers

Once you have found the station you want and are hearing it clearly in the loudspeakers, you can store it on a program number of your own choice. This enables you to access the station directly by keying in the appropriate number.

You can store 24 different stations on the numbers 1-24.

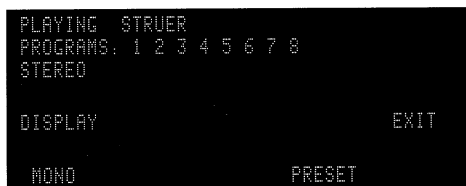
You can also clear a program number. This means that the program (station) previously stored on that number can no longer be accessed by keying in the appropriate number.

*Note: As soon as the Beomaster is tuned to an FM station producing an acceptable signal, it locks onto it. This is indicated by the cue **LOCKED** on the Beomaster itself. If the FM station is broadcasting a stereo signal, this will be indicated by the cue **STEREO** in the blue display. If the stereo signal is not strong enough to produce an acceptable sound, the system will automatically switch to mono.*

Tune in to the station you want, then touch SETUP to access the preset function

*This display now appears* ►

Touch PRESET to access the preset function



*DISPLAY...* Displays the current frequency instead of the list of program numbers.

*MONO...* Switches to mono sound from stereo and back to stereo, if any (FM only).

*PRESET...* Accesses the preset function.

*This display now appears* ►

Touch STORE, then key in the number on which you want to store the station (red keys), and finally touch STORE again

► **Your station is now stored**

*When you store a station, your chosen mono sound, if any, will be stored along with the program number*

If you want to clear a program number, touch PRESET. Then touch CLEAR, key in the program number you want to clear (red keys), and finally touch CLEAR again



*STORE...* Stores the current station.

*CLEAR...* Clears the current station.

*The display appearing after you touch STORE offers you a free program number. If the station is already stored on another program number, that number will be offered instead. If you don't want the number offered to you, key in another before you touch STORE again.*

*If you touch CLEAR, the next display appearing will offer you the current program number. Touch CLEAR again to clear this number.*



*DELETE...* Deletes the number you have just keyed in and enables you to key in another.

Proceed to tune in to the next station you want, then store it on one of the other program numbers 1-24

## Naming stations

If you don't like the name transmitted by a station, or if the station does not even transmit a name, you can give a name of your own choice to the station. This enables you to remember the individual radio stations not only by a program number, but also by a particular name.

Key in the program number of the station you want to name, then touch SETUP to access the naming function

*This display now appears ►*

Touch PG. NAME to access the naming function

*This display now appears ►*

Start "writing" a name by touching UP or DOWN to fill in letters or numbers, and by touching RIGHT (or LEFT) to select character position

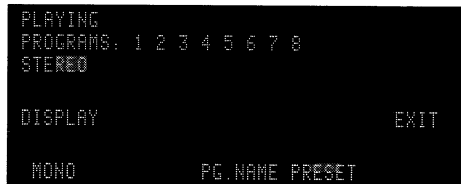
*Note: The response in the display is slightly delayed and you may therefore feel prompted to touch the appropriate key more than once to call up a new letter or move to another position. If you do so, you will find that you bypass your desired letter or character position.*

When you have "written" your name, touch STORE

► **Your name is now stored**

The name of the station you are listening to appears in the blue display.

If you haven't given a name to a station, the station's own name appears instead, providing such a name is transmitted by the station.



*Note: You can name only the stations you have already stored on one of the program numbers 1 - 24. The name may contain up to 10 characters, including numbers.*



*The program number is read out in the red status display.*

*The arrow marks the character position where you can fill in a letter or number.*

*UP... Reveals the letters and numbers one by one, in forward alphabetical order.*

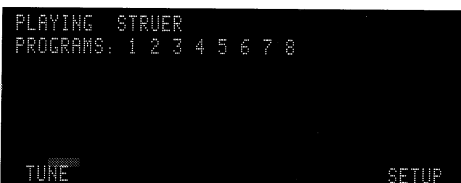
*DOWN... Reveals the letters and numbers one by one, in backward alphabetical order.*

*LEFT... Moves the arrow to the left.*

*RIGHT... Moves the arrow to the right.*

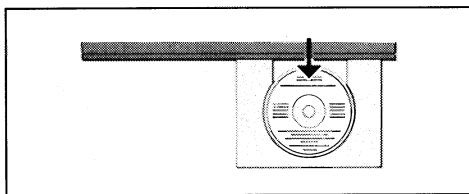
*DELETE... Deletes the name shown in the display.*

*STORE... Stores the name shown in the display.*

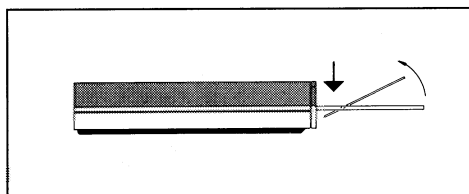


*Note: If a station has already been named, this name will appear in the naming line instead. You can change this name, if you like, using the same method to fill in new letters or numbers.*

## Loading the CD



*Unloading the CD!*



To open the disc tray in the Beogram CD 7000, gently tap the left-hand side of the metal front panel where it is marked **OPEN**.

The disc tray slides out and you can place the CD in the tray with the text side facing up.

The disc tray closes automatically within a couple of minutes, or when you start playing the CD.

You can close the disc tray manually by lightly pressing the metal front panel again.

If you press the front edge of the disc tray, playing will start directly.

## Playing the CD

When you touch the CD key in the blue display to play the CD you have loaded in the CD player, all information in the CD, for example the total number of tracks, will first be registered. Then the CD will start playing from the beginning.

*Note: If you see the message LOAD DISC in the display, this is a reminder that you should remember to load a CD in the CD player.*

While the CD is playing you can select other tracks by keying in the appropriate number (red keys). Or you can step through the tracks by touching < or > (red keys) the number of times required to step to the track you want.

Playing will continue until the CD has reached the end. The Beogram will then pause, waiting for another instruction to play. If no further instructions are received, the entire Beosystem automatically switches to stand-by after 30 minutes.

Of course you can stop the CD any time just by touching the white STOP key in the blue display. Touch the white PLAY key to resume playing.

If you want to hear another source, for example a radio program, touch **SOURCE** (red key) to call up the blue display with the white source keys, then touch RADIO.

When you select another source, the CD stops automatically.

## Functions à la carte...

When the CD is playing, this display is available:

You can compare the display to a menu from which you can choose the functions you want to use

If you want to program a sequence of tracks, touch SEQNCE



**SCAN...** Scans the CD, that is, plays the first few seconds of each track on the CD.

If you select this function, you will be offered the keys for programming a track sequence (**SELECT** and **REJECT**).

**INDEX...** Enables you to ask for a specific index in the current track.

**STOP/PLAY...** Pauses the CD and resumes playing again.

**<< / >>...** Searches rapidly through the CD to find specific passages of music.

**SEQNCE...** Accesses the track sequence programming function.

**SETUP...** Accesses the display and space functions.

This display now appears ►

Touch **SELECT**, then key in the track number you want to include in the sequence

Or touch **REJECT**, then key in the track number you don't want to include in the sequence

The track numbers that are not included in the track sequence will disappear from the display

To start playing the track sequence you have just programmed, touch **EXIT**, then **PLAY**

*Note: Up to 20 tracks can be included in the track sequence and they will be played in the order you have programmed them*



**SELECT...** Enables you to select tracks you want to include in the sequence. When you touch **SELECT**, you will be prompted to key in the track number you want to include.

**REJECT...** Enables you to reject tracks you do not want to be played. When you touch **REJECT**, you will be prompted to key in the track number you don't want in the sequence.

If the CD contains more than 10 tracks, the key **MORE>** will be available in the display, enabling you to see the track numbers beyond 10.

**CLR-SEQ...** Clears the track sequence. If you touch this key, you will be asked next to confirm (or cancel) your clear instruction. Touch **YES** or **NO** as appropriate.

Unloading the CD also clears the programmed track sequence.

Touch **SETUP** to access the display and space functions

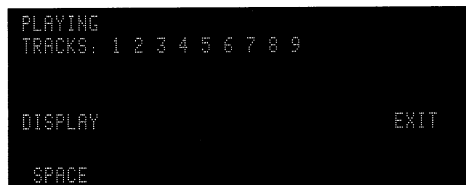


This display now appears ►

Touch **DISPLAY** repeatedly to see the remaining playing time and current index

If you want to cut in the space function, touch **SPACE**

Touch **SPACE** again to cut out the space function



*DISPLAY... Calls up the displays for remaining playing time and current index.*

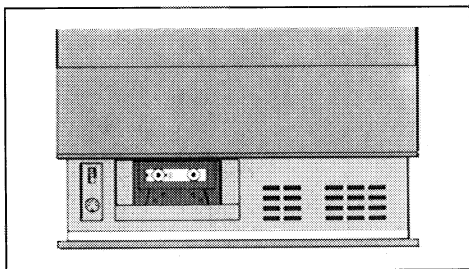
*(Note: The displayed ADDED TIME function is reserved for future use).*

*SPACE... Prolongs the pauses between the tracks. This ensures that the tracks will be played with pauses (or spaces) of at least 4 seconds between them.*

*The space function is indicated by the cue **SPACE** on the Beogram CD 7000.*



## Loading the tape



To open the drawer in the Beocord 7000 with the tape compartment, gently tap the left-hand side of the metal front panel where it is marked OPEN.

The drawer slides open and you can place the tape in the compartment. Load the tape with the tape slot facing you.

To close the drawer gently tap the left-hand side of the front panel again.

When the tape recorder is switched to stand-by, the drawer will close automatically.

*Note: The tape recorder adjusts automatically to the type of tape you are using: ferric, chrome or metal.*

## Playing the tape

The A.TAPE key in the blue display starts playing the tape you have loaded in the tape recorder. If you touch A.TAPE, then 1 (red key) immediately, the tape will be played from the beginning.

The tape recorder automatically reverses the tape at the end of the first side and within one second resumes playing.

While the tape is playing you can select other tracks by touching the appropriate number keys (red keys), or by touching < or > (red keys) to step from one track to the other.

*Note: If you see the message LOAD TAPE in the display, this is a reminder that you should remember to load a tape in the tape recorder.*

When the tape has been played to the end, the tape recorder will pause, waiting for another instruction to play. If no further instructions are received, it automatically switches to stand-by after 30 minutes.

Of course you can stop the tape any time just by touching the white STOP key in the blue display. Touch the white PLAY key to resume playing.

If you want to hear another source, for example a radio program, touch SOURCE (red key) to call up the blue display with the white source keys, then touch RADIO.

When you select another source, the tape stops automatically.

*Note: If you have just loaded the tape, the tape recorder does not know how many tracks it contains. When you ask it to play a specific track number, it therefore has to rewind the tape to the beginning and then fast forward it until it finds your chosen track.*

*When the tape has been played through at least once, the tape recorder knows exactly how many tracks it contains. When you ask for a specific track number, it therefore immediately rewinds or fast forwards the tape as appropriate, until it finds your chosen track.*

*The tape recorder can only recognize tracks if there is a pause (or blank) of at least 3 seconds between them.*



## Functions à la carte...

When the tape is playing, this display is available:

You can compare the display to a menu from which you can choose the functions you want to use

If you want to program a sequence of tracks, touch SEQNCE



**GO-TO...** Enables you to ask for a specific counter position on the tape. If you don't want playing to start immediately, touch STOP after keying in the figure.

When you load the tape, the counter will always revert to 0, even if the tape is halfway through. When you ask the tape recorder to find a specific counter position, it therefore has to rewind the tape and then fast forward it until the correct counter position is found.

**STOP/PLAY...** Pauses the tape and resumes playing again.

**<< / >>...** Rewinds or fast forwards the tape.

**SEQNCE...** Accesses the track sequence programming function.

**SETUP...** Accesses the setup functions.

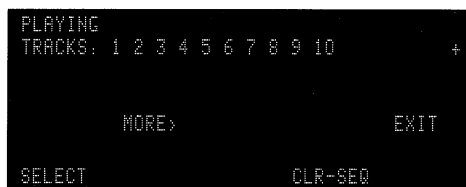
This display now appears ►

Touch SELECT, then key in the track number you want to include in the sequence

The track numbers that are not included in the track sequence will disappear from the display

To start playing the track sequence you have just programmed, touch EXIT, then PLAY

*Note: Up to 23 tracks can be included in the track sequence and they will be played in the order you have programmed them*



**SELECT...** Enables you to select tracks you want to include in the sequence. When you touch SELECT, you will be prompted to key in the track number you want to include.

**MORE>...** Only if the tape contains more than 10 tracks will the key MORE> be available in the display. It enables you to see the track numbers beyond 10.

**CLR-SEQ...** Clears the track sequence. If you touch this key, you will be asked next to confirm (or cancel) your clear instruction. Touch YES or NO as appropriate.

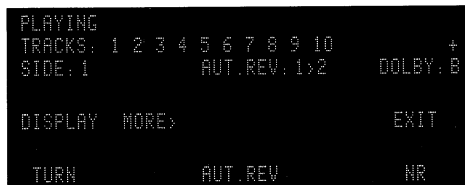
Unloading the tape also clears the programmed track sequence.

Touch SETUP to access the setup functions



This display now appears ►

Touch DISPLAY repeatedly to see the signal level or the current counter position



Touch TURN if you want to play the other side of the tape

Touch AUT.REV if you want to cut out the automatic tape reverse function

*Touch AUT.REV again to cut it back in*

Touch NR repeatedly to switch Dolby settings

*DISPLAY... Calls up the signal level and the current counter position.*

*TURN... "Turns" the tape, that is, plays the other side.*

*MORE>... Only if the tape contains more than 10 tracks will the key MORE> be available in the display. It enables you to see the track numbers beyond 10.*

*AUT.REV... Cuts out the automatic tape reverse function (OFF) and back in (1>2).*

*NR... Switches the Dolby NR\* setting: Dolby NR B, Dolby NR C, or Dolby NR Off.*

*Tapes recorded on the Beocord 7000 contain information about the use of Dolby NR (noise reduction). When playing back the tape, the tape recorder registers this information and automatically switches to the correct setting.*

*EXIT... Shows the previous display.*

*The Beocord 7000 setting-up guide gives details of the functions operated close-up on the Beocord 7000.*

\*Trademark of Dolby Laboratories Licensing Corporation. Noise reduction system manufactured under license from Dolby Laboratories Licensing Corporation.

## Recording on to tape

Recordings can be made from all the sources in your Beosystem. The Beolink 7000 guides you through the recording process from beginning to end and tells you exactly what is going on.

The **RECORD** key (red key) calls up the keys in the blue display which you need to make your recording.

*Note: Before recording, make sure that the LINE/MIC/AUX switch in the drawer of the Beocord 7000 is set to the correct position:*

*LINE... If you are recording from one of the other units in the Beosystem.*

*MIC... If you are recording from a microphone.*

*AUX... If you are recording from any other source connected to the MIC/AUX socket below the LINE/MIC/AUX switch.*

Touch **RECORD** (red key) to access the recording function

*This display now appears ►*

*If your Beosystem includes a second tape recorder or a video tape recorder, you will first see another display which asks you to select the recorder you want to record on: A.REC or A.REC2, V.REC or V.REC2 (A.REC for audio tape recorders, V.REC for video tape recorders)*

*Touch A.REC*

*The tape recorder switches to the recording pause mode*

*If there is no tape in the recorder, or if the tape loaded is protected, the message LOAD TAPE appears in the blue display*

*If you want to select another source for your recording, touch **SOURCE** (red key) to call up the blue display with the source keys*

Touch **START** when you are ready to start recording

*The source you are listening to will be recorded on the tape*



*This picture shows that the tape recorder is set for recording. It also gives you a readout of the recording level.*

*>SOURCE... Calls up the display with the keys required to operate the current source, e.g. selecting another track. Touch >RECORD in that display to return to the recording functions.*

*START... Starts the recording.*

*PLAY... Starts playing the current source (e.g. CD or PHONO) if it is pausing.*

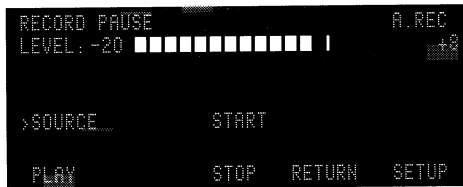
*STOP... Takes you out of the recording mode.*

*RETURN... Rewinds the tape to the spot where the latest piece of recording started.*

*SETUP... Gives you access to switching the Dolby NR setting.*

*Note: The recording level is adjusted automatically in the Beocord 7000, which ensures that your tape will not be overloaded. If you want to adjust the level manually, you must use the buttons in the drawer of the Beocord 7000. See the Beocord 7000 setting-up guide for details of this manual adjustment.*

If you want to access the setup functions, touch SETUP



Note: The setup functions are also available during recording.

This display now appears ►

To return to the previous picture, touch EXIT. Then touch START to start recording



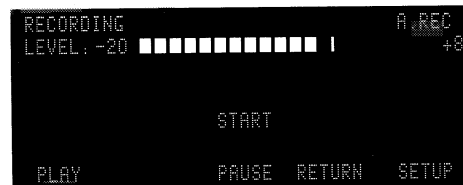
This display shows that the recording will start on tape side 1, that is, the tape side facing upwards in the tape compartment. It also shows that the tape will be reversed at the end of side 1 and recording will continue on side 2. Dolby NR is set to B.

► Your recording has now started

DISPLAY... Gives you a readout of the current counter position (only during recording). Touch again to call up the recording level.

During recording you will see this display ►

To pause the recording, touch PAUSE. To start the recording again, touch START



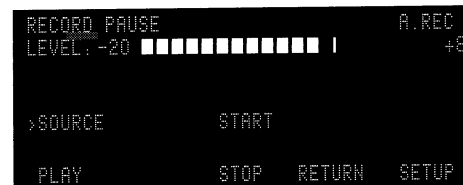
NR... Switches the Dolby NR setting: Dolby NR B, Dolby NR C, or Dolby NR Off.

To leave the recording mode, first touch PAUSE...

The red, primary display in the Beolink 7000 shows which source you are recording from.

This display now returns ►

... then touch STOP



PAUSE... Pauses the recording. The tape recorder inserts a blank of 4 seconds on the tape before it pauses. The source of the recording, if it is a CD or a record, also pauses and the recording level disappears from the display.

► You have now left the recording mode

START... Resumes recording.  
PLAY... Resumes playing the source.

RETURN... Rewinds the tape to the spot where the latest piece of recording started. You can then make another recording on top of it.

*The Dolby NR system reduces the background noise on your tapes (Dolby NR C slightly more than Dolby NR B). If you are playing back your tapes on other tape recorders than the Beocord 7000, we recommend that you use the Dolby NR B setting for your recordings.*

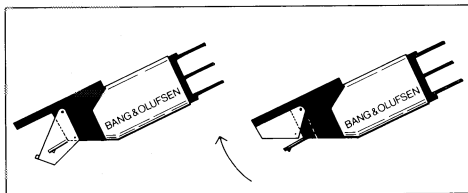
*The Auto Dolby system built into the Beocord 7000 was developed by Bang & Olufsen in cooperation with the Dolby Laboratories.*

*The Beocord 7000 is also equipped with the HX Pro recording system. This automatic circuit, which was developed by Bang & Olufsen in cooperation with the Dolby Laboratories, ensures optimum saturation of the tape, whichever type you are using.*

*The system works automatically during recording. The result can be heard, even if you play back your tapes on a tape recorder not equipped with the HX Pro system.*

*The Beocord 7000 setting-up guide gives details of the functions operated close-up on the Beocord 7000.*

## Before you start playing the record...



Make sure that you have raised the stylus guard on the cartridge before you start!

The turntable automatically registers the size of standard records and sets the speed accordingly.

*Note: For records of LP-size but requiring 45 rpm (maxi-singles), the speed must be selected manually. To do so, start playing the record, then press the button marked 45 on the turntable to change speed.*

*25-cm records must be started manually! First press <TURN on the turntable, then gently guide the tonearm to the edge of the record and start playing.*

## Playing the record

The PHONO key in the blue display starts playing the record you have placed on the turntable platter.

*Note: If you see the message LOAD RECORD in the display, this is a reminder that you should remember to place a record on the platter.*

While the record is playing, you can move forward or backward through the music in steps of 8 mm (3/8") by touching < or > (red keys).

At the end of the record the tonearm automatically returns to its resting position. If no further instructions are received, the system automatically switches to stand-by after 30 minutes.

If you want to hear another source, for example a radio program, touch **SOURCE** (red key) to call up the blue display with the white source keys, then touch RADIO.

When you select another source, the record stops automatically.

*When you touch PHONO, this display appears ►*

To stop the record, touch STOP. Then touch PLAY to resume playing the record



*STOP... Pauses the record. The tonearm will be hovering above the spot where it was lifted off the record. Within 8 minutes it will return to its resting position, unless playing is resumed.*

*PLAY... Resumes playing.*

*The Beogram 7000 setting-up guide gives details of the functions operated close-up on the Beogram 7000.*



## What you can program

You can give your Beosystem 7000 a specific set of instructions to be carried out at a specific future time.

That is you can program your system to play or record a specific source or to switch off - at the time and on the date of your choice.

Before you program the timer in the Beosystem 7000, you must make sure that the built-in clock is set to the correct time.

Setting the clock is accessed via the red CLOCK key, and all the programming functions are accessed via the red PROGRAM key right below.

*Note: With these programming functions the Beolink 7000 stays on for an extended period of time.*

## Setting the clock

Touch **CLOCK** (red key)

This display now appears ►

Touch **SETUP** to set the date and time

```

CURRENT TIME IS:
20:30 MONDAY 20 JULY 1992

EXIT
SETUP
  
```

*This clock display can be accessed whenever you wish to check the time.*

*EXIT... Leaves the clock function again and shows the previous display.*

*SETUP... Gives access to setting the date and time.*

This display now appears ►

Touch **DATE** to set the date

```

CURRENT TIME IS:
20:30 MONDAY 20 JULY 1992

DATE          STORE          EXIT
TIME
  
```

*DATE... Enables you to set the date.*

*TIME... Enables you to set the time.*

*STORE... Stores the date and time as shown in the display.*



*This display now appears* ►

Set the date using the keys in this display

When you have set the date, touch ACCEPT

*The previous display now appears.*

Proceed to set the time by touching TIME

```
CLOCK
DATE: MONDAY 20 JULY 1992
<MONTH MONTH> <YEAR YEAR> EXIT
<DAY DAY> ACCEPT GO-BACK
```

*<MONTH/MONTH>... Sets the month.*

*<DAY/DAY>... Sets the day. The name of the day is set automatically.*

*<YEAR/YEAR>... Sets the year.*

*ACCEPT... Accepts the date as shown in the display.*

*GO-BACK... Brings you back to the previous display.*

*This display now appears* ►

Key in the date using the red number keys

When you have keyed in the correct time, touch ACCEPT

Touch STORE in the display now appearing to store the date and time you have just set

*The display reads STORING and then PROGRAMMING COMPLETED*

► **The clock has now been set in your Beolink 7000 terminal and in your Beosystem 7000 simultaneously**

*Note: The clock is a 24-hour clock. The time 20:30 shown in this example means half past eight in the evening (=8:30 pm).*

```
CLOCK
TIME: _ _ : _ _
ACCEPT DELETE GO-BACK
```

*ACCEPT... Accepts the time as shown in the display.*

*DELETE... Deletes the time you have just keyed in.*

*ACCEPT and DELETE appear the moment you start keying in the time.*

## Timer programming

You can program the Beosystem to play any of its sources at specific times.

This is useful if you want to hear a special radio program every morning, or if you want some other source to start playing at a specific time.

Touch **PROGRAM** (red key), then **TIMER**

*This display now appears ►*

Suppose you want to play radio program 3 every morning at 7:00 (except Saturdays and Sundays)

Touch **PLAY** to access the timer play function

If you have a Bang & Olufsen video system in the room with your Beosystem 7000, a display now comes up asking you to specify which system you are addressing: **VIDEO** or **AUDIO**.

Touch **AUDIO**

*This display now appears ►*

Touch **RADIO** to select radio as source

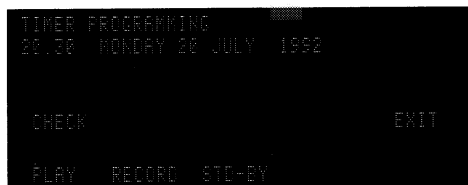
*This display now appears ►*

Key in the radio program number (using the red number keys), then touch **ACCEPT**

You can also program your system to record a specific radio program, or to switch to stand-by at any time you specify.

Playing or recording can be programmed to take place once only on a specific day, or to take place on specific days every week.

Touch **PROGRAM** (red key), to access the timer programming function.



**CHECK...** Gives access to checking and possibly editing existing timer programs.

**EXIT...** Leaves the programming functions and shows the previous display.

**PLAY...** Gives access to programming a source to start playing at a specific time.

**RECORD...** Gives access to programming a timer recording.

**STD-BY...** Gives access to programming the system to switch off at a specific time.



*This display now appears* ►

Key in the time you want the radio to switch on (= 7:00) using the red number keys, then touch ACCEPT



Don't forget that the system uses a 24-hour clock: 7:00 always means 7 in the morning!

*This display now appears* ►

Key in the time you want the radio to switch off (e.g. = 9:00) using the red number keys, then touch ACCEPT



Note: Keying in a stop time ensures that the system switches off again at the time specified, provided it was not playing already when the programmed play instruction was executed, and provided you do not switch to another source or select another radio program while the system is playing.

*This display now appears* ►

Touch WEEKLY for a weekly timer program



**SINGLE...** Specifies that the timer program is to take place once only. If you select SINGLE, you will be prompted to key in a date.

**WEEKLY...** Specifies that the timer program is to take place at the same time on the same day or days every week.

*This display now appears* ►

Touch MON, TUE, WED, THU, and FRI to select the first five days of the week

Then touch ACCEPT



Note: MON... Monday  
TUE... Tuesday  
WED... Wednesday  
THU... Thursday  
FRI... Friday  
SAT... Saturday  
SUN... Sunday

Se the next page to continue...

Note: You can return to the previous picture in the sequence at any time by touching GO-BACK.

*This display now appears* ▶

Touch STORE to store the program

```
TIMER PLAY RADIO 3      A.MASTER
START: 7:00      STOP: 9:00
DAY(S): MON TUE WED THU FRI
*
          STORE          EXIT
EDIT                                GO-BACK
```

*EDIT... Gives access to changing any of the information displayed.*

*If you touch EDIT you will be offered a choice of white keys which enable you to access and change any piece of information directly.*

*This display now appears briefly* ▶

```
TIMER PLAY RADIO 3      A.MASTER
STORING
```

*The program is being stored.*

*Finally, this display appears* ▶

```
PROGRAMMING COMPLETED
```

*The programming procedure has been completed and the program has been stored.*

▶ **Your programming is completed and confirmed, and the picture returns which was on before you started the programming procedure**

## Other timer functions

The display which appears when you touch **PROGRAM** (red key) can be compared to a menu from which you can choose the functions you want to use



Touch RECORD if you want to program a timer recording

This display now appears ►



This display prompts you to select the source for your timer recording.

Proceed to program your timer recording following the prompts in the blue display.

Touch STD-BY if you want to program the system to switch off

This display now appears ►



This display prompts you to key in the time when you want the system to switch off.

Proceed to fill in the information required following the prompts in the blue display.

Touch CHECK if you want to check the timer programs you have already made

Then touch for example PLAY if you want to check your timer play programs

This display now appears ►



<TIMER/TIMER>... Displays the timer programs one by one.

EDIT... Enables you to change specific pieces of information in the timer program displayed.

CLEAR... Clears the timer program displayed. If you touch this key, you will be asked next to confirm (or cancel) your clear instruction. Touch YES or NO as appropriate.

On pages 26, 27, and 28 you will find a working example of a typical timer programming sequence using PLAY as its point of departure.

## Adjusting sound levels

The sound produced by the Beosystem 7000 can be adjusted to suit your personal taste.

### Balance

You can alter the balance, that is, the distribution of sound emerging from the loudspeakers to suit your listening position.

Touch **SOUND** (red key) to access the sound adjustment functions

*This display now appears ►*

You can compare this display to a menu from which you can choose the sound levels you want to adjust

### Bass and treble

The bass and treble levels can be raised or lowered to suit your personal taste.

### Loudness

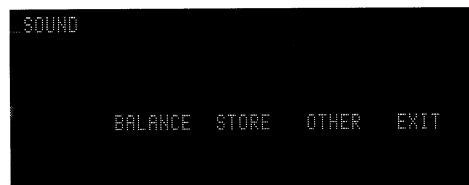
The loudness function can be switched on or off as appropriate.

*The loudness function is used to compensate for the human ear's lack of sensitivity to high and low frequencies when you are playing at low volume levels. It "boosts" the low and high frequencies so that the music becomes more dynamic.*

If you want to change all or some of these sound levels, touch **SOUND** (red key).

*Note: When the Beosystem leaves the factory, these sound levels are set to neutral values which suit the majority of situations.*

*You can raise or lower the volume by touching the red "arrows" pointing up and down (cf. page 7).*



**BALANCE...** Gives access to altering the sound balance.

**STORE...** Stores the current sound levels.

**OTHER...** Gives access to the display for switching the loudness function on or off and for adjusting the bass and treble tone levels.

**EXIT...** Leaves the sound adjustment functions and shows the previous display.

Touch **BALANCE** to adjust the sound balance between the two loudspeakers

*This display now appears ►*

Touch **<LEFT** for more sound in the left speaker, or touch **RIGHT>** for more sound in the right speaker



**<LEFT/RIGHT>...** Shifts the sound to the left or to the right. The sound can be shifted by 6 steps to the left or to the right. "=" indicates the current balance setting. In this example there is equal sound in both speakers.

**GO-BACK...** Calls up the previous display.

Touch OTHER in the first display to get access to the display for loudness, bass and treble tone adjustment

*This display now appears* ►

You can now cut the loudness function in or out by touching LOUDN;

or you can choose the sound levels you want to adjust



**LOUDNS...** Switches the loudness function on or off. If it is switched on (= ON), the cue LOUDN will be displayed on the front of the Beomaster.

**BASS...** Gives access to raising or lowering the bass tones.

**TREBLE...** Gives access to raising or lowering the treble tones.

**RESET...** Resets the current sound levels to their stored levels.

Touch BASS to adjust the bass values

*This display now appears* ►

Touch UP to raise the levels, or touch DOWN to lower the levels



**UP/DOWN...** Raises or lowers the bass or treble levels. These levels can be adjusted by 6 steps up or down. 0 is the neutral setting.

**STORE...** Stores the current sound levels. If you touch this key, the picture returns which was on before you accessed the sound adjustment function.

Touch TREBLE to adjust the treble values

*This display now appears* ►

Touch UP to raise the levels, or touch DOWN to lower the levels

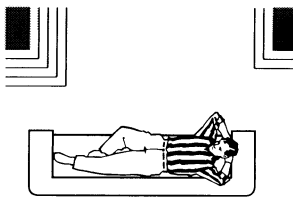


**EXIT...** Leaves the sound adjustment function without storing new levels.

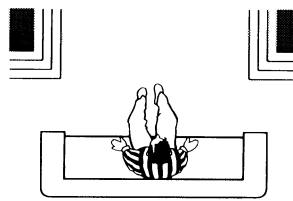
**GO-BACK...** Calls up the previous display.

Adjust the sound balance so that it suits your listening position!

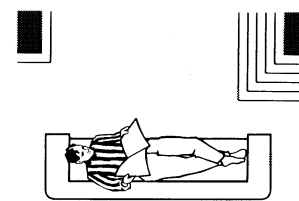
More sound in the left speaker



Equal sound in both speakers



More sound in the right speaker



## What the red operating keys mean

### CLOCK

Gives access to checking and setting the clock. (24)

### MASK

Conceals all but the most essential keys, so you have access to only the most simple functions. Touch again to recall all the available keys.

### MUTE

Mutes the sound immediately without switching off. Press again to recall the sound.

### PANEL

Gives access to all functions which pertain to the Beolink 7000 itself. These functions determine how you will experience the operating procedures of the whole system. (26 – Beolink 7000 user's guide)

### PROGRAM

Gives access to timer programming. (29)

### RECORD

Gives access to instant recording. (19)

### SOUND

Gives access to all functions related to sound adjustment such as loudspeaker balance, bass, etc. (30)

### SOURCE

Reveals all the white source keys in the blue display, so you can switch on to another source. (6, 12, 16, 19, 22)

### 0-9

Whenever you need to key in a figure, for example to choose a program number or a track number, use these keys.

< >

You can use these keys to step through numbers. The arrow pointing left steps to the previous number, the arrow pointing right steps to the next number.

^  
v

These keys are for volume adjustment: ^ for louder, v for softer.

●

This key switches the system to the stand-by mode, that is the "off" mode in a Bang & Olufsen system.

*The list on this and the following pages includes all the operating keys (red and white) which appear in the Beolink 7000 when it is set up for use with the Beosystem 7000 only.*

*The Beolink 7000 user's guide includes a similar list with all the red and white keys which appear in all possible setups.*

*The numbers in parenthesis (xx, xx) refer to relevant page numbers in this guide or in the Beolink 7000 user's guide.*



## What the white operating keys mean

### A

#### ACCEPT

Accepts the data you have just keyed in and leads you to the next set of keys in a programming procedure. (25, 27)

#### AM/FM

Switches between the AM and FM frequency bands. (9)

#### A.REC (AUDIO RECORDER)

Selects the primary tape recorder for recording. Appears only if your system includes two tape recorders. (19)

#### A.REC2 (AUDIO RECORDER 2)

Selects the secondary tape recorder for recording. Appears only if your system includes two tape recorders. (19)

#### A.TAPE (AUDIO TAPE)

Selects the tape recorder as source.

#### A.TAPE2 (AUDIO TAPE 2)

Selects the secondary audio tape recorder as source. Appears only if your system includes two tape recorders.

#### AUT.REV (AUTOMATIC REVERSE)

Refers to the automatic tape reverse function. Cuts it on or off. (18)

### B

#### BALANCE

Accesses speaker balance adjustment. (30, 31)

#### BASS

Accesses bass adjustment. (30, 31)

### C

#### CD

Selects the CD player as source.

#### CD2 (CD PLAYER 2)

Selects the secondary CD player as source. Appears only if your system includes two CD players.

#### CHECK

Gives access to checking the data of a program. (26, 29)

#### CLEAR

Clears a preset radio program or a timer program. (10, 29)

#### CLR-SEQ (CLEAR SEQUENCE)

Clears a programmed track sequence. (13, 17)

### D

#### DATE

Gives access to setting the date and to changing the date of a once-only timer program. (24)

#### DAY(S)

Gives access to changing the day(s) of a weekly timer program.

#### <DAY/DA>

Steps from one day to the other. (25)

#### DELETE

Cancel the name of a radio station. Deletes the figures just keyed in, for example the date of a once-only timer program. (10, 11, 25)

#### DISPLAY

Switches display mode, for example from track to time left. (10, 14, 18, 20)

#### DOWN

Calls up letters and numbers one by one. Also available in connection with sound adjustments (lowers the value). (11, 31)

### E

#### EDIT

Gives access to changing the data of a timer program. (28, 29)

#### EXIT

Brings you out of the current operating procedure and back to the start-up picture in the blue display.

**F****<FINE/FINE>**

Fine tunes a radio station. (9)

**FREQNCY (FREQUENCY)**

Gives access to keying in the frequency of a radio station. (9)

**FRI (FRIDAY)**

Selects Friday in a timer program. (27)

**G****GO-BACK**

Returns to the previous picture in the blue display.

**GO-TO**

Gives access to selecting a specific tape position. (17)

**I****INDEX**

Accesses a specific index of a CD. (13, 14)

**L****LEFT**

Moves the arrow to the preceding character position. (11)

**<LEFT**

Shifts the sound in the loudspeakers to the left. (31)

**LOUDNS (LOUDNESS)**

Switches the loudness function on or off. (30)

**M****MON (MONDAY)**

Selects Monday in a timer program. (27)

**MONO**

Switches to mono sound from stereo sound (and back to stereo, if any). (10)

**<MONTH/MONTH>**

Steps from one month to the other. (25)

**<MORE/MORE>**

Displays more program or track numbers, if any. (15, 17, 18)

**MOVE**

Moves the Beolink 7000 up or down. (26 – Beolink 7000 users' guide)

**N****NO**

Negative response to a question asked by the Beolink 7000.

**NR (DOLBY NOISE REDUCTION)**

Switches between Dolby NR B, C and off. (18, 20)

**O****OPTIONS**

Gives access to options setup. (27 – Beolink 7000 user's guide)

**P****PAUSE**

Pauses a recording. (20)

**PG. NAME**

Gives access to naming a radio station. (11)

**PHONO**

Selects the turntable as source.

**PLAY**

Starts playing a CD, a record or a tape. Can be used to immediately "execute" the figure keyed in without waiting for other figures to be keyed in, for example a one-digit program number. (13, 14, 17, 19, 20, 22)

**PRESET**

Gives access to presetting stations on specific program numbers. (10)

**PROGRAM**

Gives access to changing the program number in a timer program.

**R****RADIO**

Selects the radio as source.

**RECORD**

Gives access to programming a timer recording. (26, 29)

**>RECORD**

Switches from source control to recorder control in recording pause mode. (19)

**REJECT**

Appears in connection with a track sequence program. Rejects the indicated track. (13)

**RESET**

Resets the sound level to its preset level. (30)

**RETURN**

Returns the tape to the start of the last recorded piece (that is, to the point where recording was started after the last pause). (19, 20)

**RIGHT**

Moves the arrow to the next character position. (11)

**RIGHT>**

Shifts the sound in the loudspeakers to the right. (31)

**S****SAT (SATURDAY)**

Selects Saturday in a timer program. (27)

**SCAN**

Scans the tracks on a CD. (13)

**SELECT**

Appears in connection with a track sequence program. Selects the indicated track. (13, 17)

**SEQUENCE (SEQUENCE)**

Gives access to programming a sequence of tracks on a CD or a tape. (13, 17)

**SETUP**

Gives access to special source or panel setup functions. (9, 13, 14, 17, 19, 20; 26 – Beolink 7000 user's guide)

**SINGLE**

Selects a once-only timer program. (27)

**SOURCE**

Gives access to changing the source of a timer program.

**>SOURCE**

Switches from recorder control to source control in recording pause mode. (19)

**SPACE**

Cuts in the space function in the CD player, that is, adds an extra 4 seconds to the pauses between the tracks. (14)

**START**

Starts any given function, for example recording. Gives access to changing the start time of a timer program.

**STATUS**

Asks for an updated display of the system's status.

**STD-BY (STAND BY)**

Gives access to timer stand-by programming. (26, 29)

**STOP**

Stops the current function, for example playback or recording. Gives access to changing the stop time of a timer program.

**STORE**

Stores the programming or setup instructions.

**SUN (SUNDAY)**

Selects Sunday in a timer program. (27)

**SYSTEM**

Appears in connection with panel setup. Gives access to programming the system setup. (26, 27 – Beolink 7000 user's guide)

**T****THU (THURSDAY)**

Selects Thursday in a timer program. (27)

**TIME**

Gives access to changing the time of a timer stand-by program.

**TIMER**

Gives access to timer programming. (24, 26)

**<TIMER/TIMER>**

Displays the timer programs one by one. (29)

**TREBLE**

Accesses treble adjustment. (30, 31)

**TUE (TUESDAY)**

Selects Tuesday in a timer program. (27)

**TUNE**

Gives access to tuning the radio. (9)

**TURN**

"Turns" the tape from one side to the other. (18)

**TYPE**

Gives access to changing the type of a timer program (single, weekly).

**U****UP**

Calls up letters and numbers one by one. Also available in connection with sound adjustments (raises the value). (11, 31)

**Y****<YEAR/YEAR>**

Appears in connection with setting the clock and the date (steps through the years). (24)

**YES**

Positive response to a question asked by the Beolink 7000.

**W****WEEKLY**

Selects a weekly timer program. (27)

**WED (WEDNESDAY)**

Selects Wednesday in a timer program. (27)

## Standard messages

You receive a response each time you touch the Beolink 7000 or give it a command.

In special circumstances, however, a message concerning the operating procedure itself will be displayed in the blue box. These operational messages are as follows:

**FILL IN AGAIN**

The system asks you to select another program number or track number because the one you have just keyed in is not available. If you key in a date or a time which does not exist, you will also be asked to fill in the correct date or time.

**NO CONTACT**

The system has not received your command. Check to see if something is blocking the signal, then try again.

**OPERATION CONFLICT**

Your command cannot be interpreted by the system, and therefore cannot be carried out.

**WAIT . . .**

You must wait for the system to process your instruction before you can proceed.

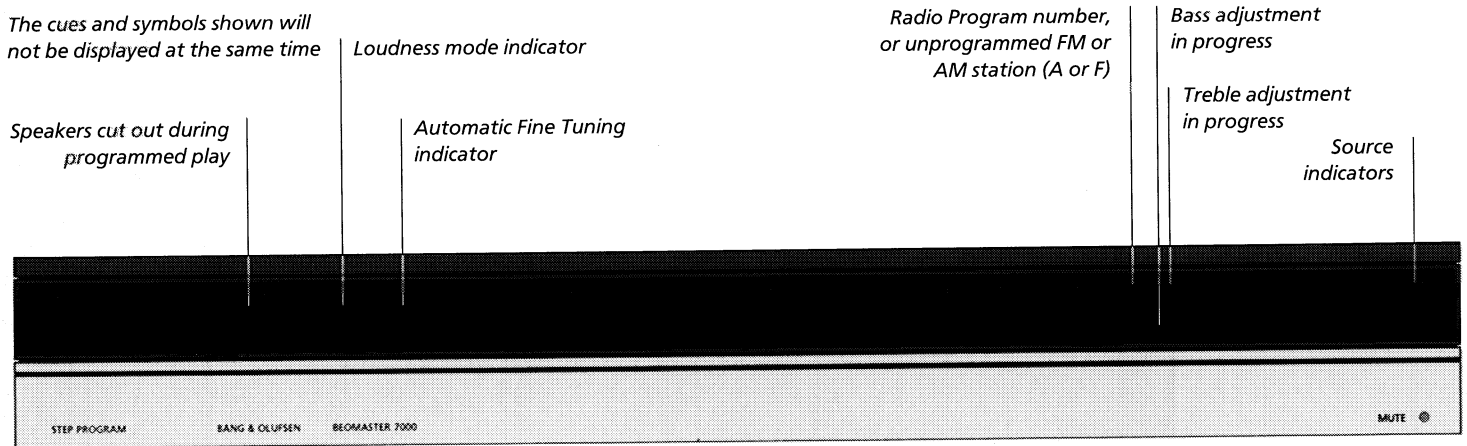
**WORKING . . .**

The Beolink 7000 is waking up and collecting information from the system. In a moment, the relevant operating keys will become available.



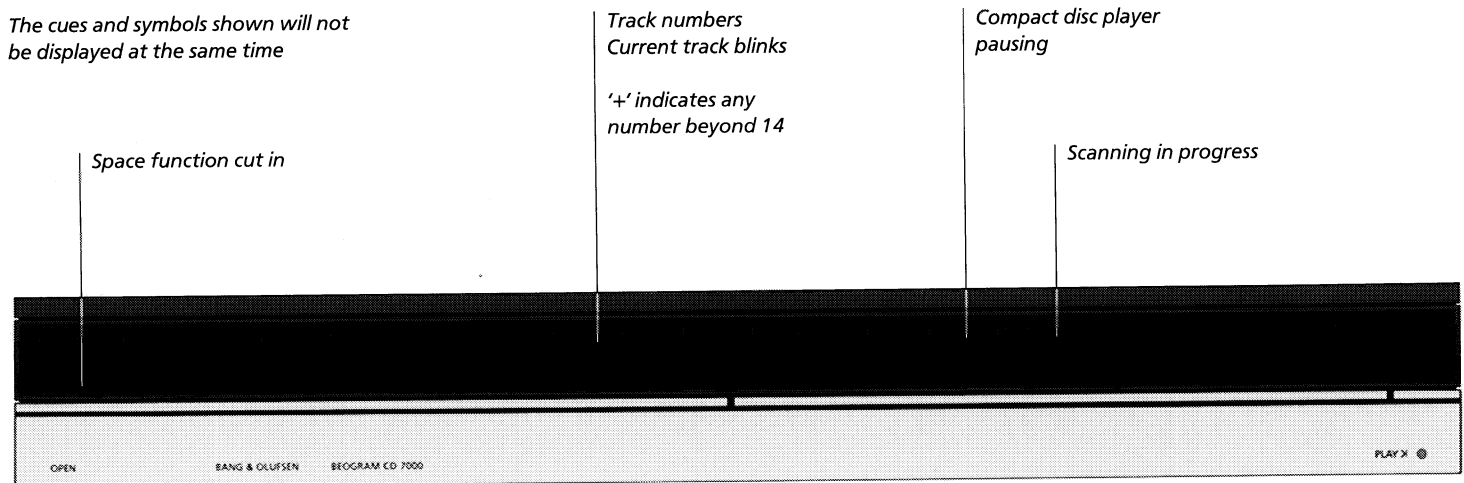
## Beomaster 7000

The cues and symbols shown will not be displayed at the same time



## Beogram CD 7000

The cues and symbols shown will not be displayed at the same time



## Beocord 7000

The cues and symbols shown will not be displayed at the same time.

Indicates Dolby NR B, C or no Dolby NR



Indicates track numbers or signal level. Press >DISPLAY> to alternate between the two

If tape has been calibrated, current track blinks

Indicates state of search

Indicates rewinding or fast forward

**(AUTO) RECORDING**  
(Automatic) recording in progress

**(AUTO) RECORDING PAUSE**  
(Automatic) recording pause mode

Tape side indicators:  
current side blinks

Arrows indicate automatic  
tape reverse

## Beogram 7000

The display appears on the indicator arm which lies parallel to the tonearm



Indicates selected rpm speed

---

Date purchased

---

Contact person

---

Dealer

---

Telephone

---

Address

---

*Record your serial numbers here:*

---

Beomaster 7000

---

Beocord 7000

---

Beogram CD 7000

---

Beogram 7000

---

Beolink 7000

---

*Dear Customer,*

*Your needs as the user of our products are always given careful consideration during the design and development process, and we strive to make our products easy and comfortable to operate.*

*We therefore hope that you will take time to drop us a line, telling us about your experiences with your Bang & Olufsen system. Anything which you consider important – positive or negative – may help us in our constant efforts to refine our products.*

*Thank you!*

*Please write to:*

*Customer information dept. 7240*

*Bang & Olufsen a/s*

*DK-7600 Struer*

*Denmark*