

# *Mini Hi-Fi Component System*

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***Game SYNC***  
**M I X I N G**

COMPACT  
**disc**  
DIGITAL AUDIO  
TEXT

COMPACT  
**disc**  
DIGITAL VIDEO

***MHC-RV60***  
***MHC-RV50***



%  
CLASS 1 LASER



**CAUTION** : INVISIBLE LASER RADIATION WHEN OPEN AND INTERLOCKS DEFEATED, AVOID EXPOSURE TO BEAM.

**ADVARSEL** : USYNLIG LASERSTRÅLING, VED ÅPNING NÅR SIKKERHEDSAPPARATER ER UDE AF FUNKTION, UNDDÅ URSÅGTTELSE FOR STRÅLING.

**VORSICHT** : UNSICHTBARE LASERSTRALUNG, WENN ABDECKUNG GEÖFFNET UND SICHERHEITVERRIEGELUNG ÜBERBRÜCKT, NICHT DEM STRAHL AUSSETZEN.

**VARO** : AVATTAESSA JA SUOJALUKITUS OHITETTÄESSÄ OLET ALT-TIINA MÄHYTTÄMÄLLÄ LASERSTRÄLLE, ÄLÄ KATSO SÄTEESSEEN.

**VARNING** : ÖSYNLIG LASERSTRÅLING NÄR DENNA DEL ÄR ÖPPNAD OCH SPÄRREN ÄR URKOPPLAD, BETRÄKTA EJ STRÅLEN.

**ADVERSEL** : USYNLIG LASERSTRÅLING NÄR DEKSEL ÅPNES OG SIKKERHEDSAPPARAT BRUTES, UNNDÅ EKSPOSERING FOR STRÅLEN.

**VIGYAZAT!** : A BURKOLAT NYITÁSAKOR LÁTHATATLAN LÉZERSUGÁRVESZÉLY! KERÜLJE A BESUGÁRZÁST!

{ /



ENERGY STAR®  
Sony  
ENERGY STAR®  
ENERGY STAR®





'MHC-RV60

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**MP3 CD VIDEO CD**

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PBC

VIDEO CD

'2.0

PBC

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VIDEO CD

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CD

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/ /  
 CD-ROM •  
 CD-RW CD-R •  
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 VIDEO CD / •  
 CD  
 \*Joliet ISO9660 MP3 •  
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VIDEO CD	
CD	
MP3	



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«		VIDEO CD
		CD
		CD-R/CD-RW
		CD-R/CD-RW ' MP3

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**VIDEO CD**

VIDEO CD

VIDEO CD

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VIDEO CD {

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**CD-RW CD-R**

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CD-RW CD-R

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CD-RW CD-R

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CD-RW CD-R

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CD'

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CD-RW CD-R

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multi-session

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MP3

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CD

.MP3

MP3

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.MP3

ISO9660

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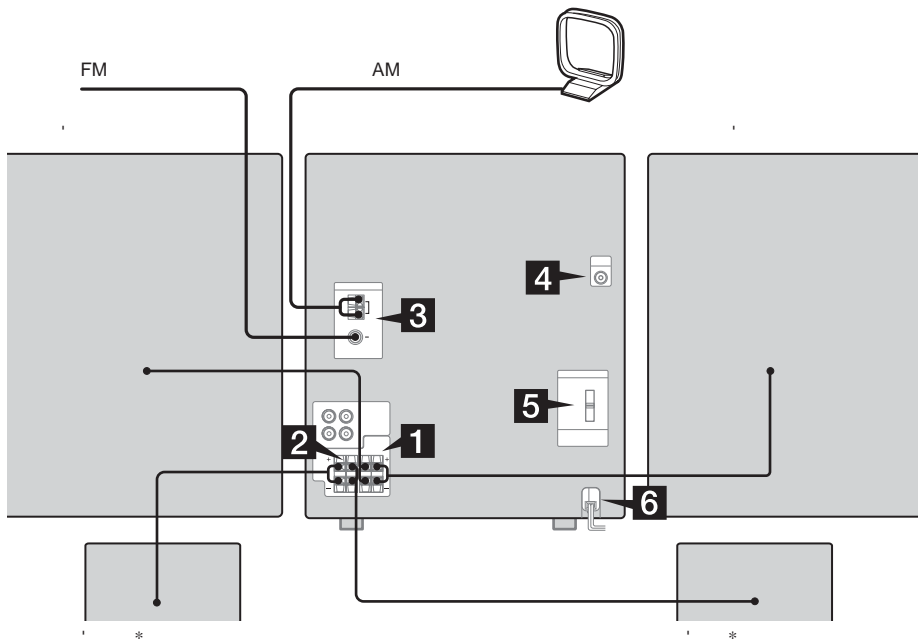
/

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MHC-RV60

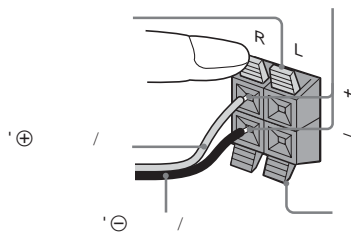
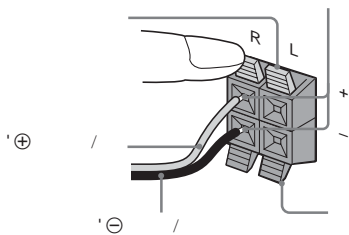
2

MHC-RV60 \*

1

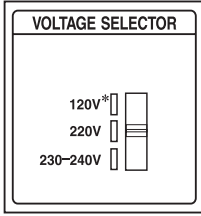
SURROUND SPEAKER

FRONT SPEAKER



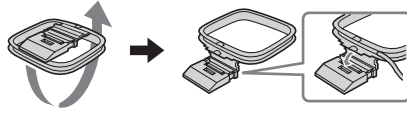
# VOLTAGE SELECTOR 5

VOLTAGE SELECTOR



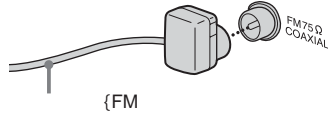
# AM FM 3

/ AM



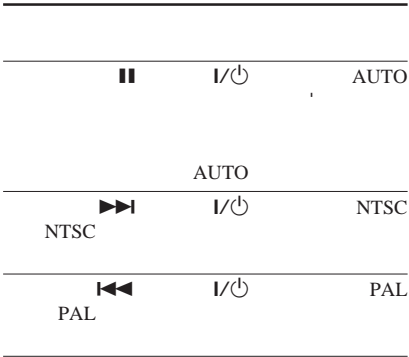
# 6

I/⏻

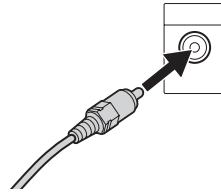


# 7

NTSC PAL



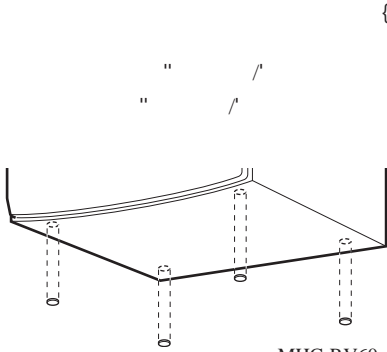
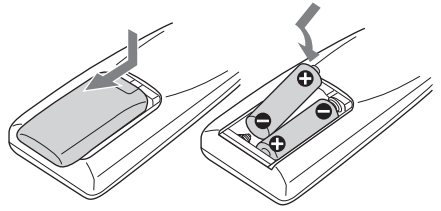
# VIDEO OUT 4



VIDEO CD



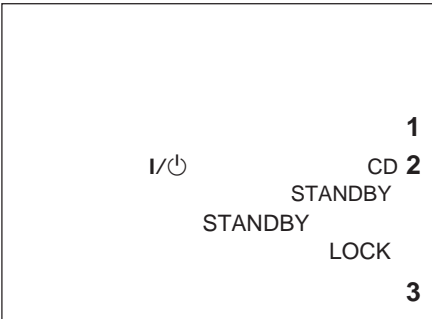
AA' R6



MHC-RV60 \*

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- 

Sony



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TV I/⏻
TV/VIDEO
- TV CH +
- TV VOL +

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**MHC-RV60**

1

I/O 1

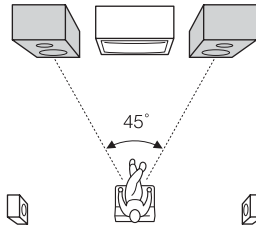
CLOCK/TIMER SET 2

↓ ↑ 3

→ 4

↓ ↑ 5

ENTER 6



2

CLOCK/TIMER SET 1

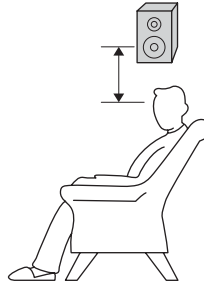
CLOCK SET

↓ ↑ 2

ENTER

6 3

3





\* VIDEO CD  
MP3

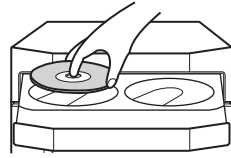
CD /

/ VIDEO CD

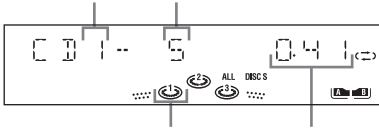
{

PBC VIDEO CD \*  
PBC VIDEO CD '1.1  
/ 2.0

▲ 1  
2



DISC SKIP/EX-CHANGE



▲ 3  
.  
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CD 1

{ PLAY MODE 2  
/ ) {

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■

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\* ||

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▶▶▶ ▶▶▶ \* /

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+ ALBUM - MP3  
2

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▶▶▶ ▶▶▶ \*

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◀▶▶ ▶▶▶ \*

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VIDEO CD

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← ' 2 ← ' 2 1  
' 2 ' 2 3

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DISC 1 - 3 D. SKIP  
DISC SKIP/EX-CHANGE {

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DISC 1 - 3

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CD

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DISC SKIP/EX-CHANGE

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▲

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VIDEO CD \*

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PBC VIDEO CD \*

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' 1.1 PBC VIDEO CD / \*

---

/MP3 \*

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/

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\*ALL DISCS

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1DISC

---

MP3 ALBM

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MP3  
1 DISC

---

ALL DISCS  
SHUF

---

1DISC SHUF

---

MP3 ALBM SHUF

---

MP3

---

1 DISC SHUF

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PGM

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/

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'2.0 PBC VIDEO CD \*

---

/

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◀▶▶ 3

VIDEO CD

CD

MP3

■ VIDEO CD 1

RESUME

RESUME

1 VIDEO CD ◀▶ 2

{ / •

VIDEO CD •

D. SKIP ■ PLAY MODE -

DISC SKIP/EX-CHANGE

NEXT/PREV ◀▶▶▶

CD POWER OFF -

TUNER -

■ { VIDEO CD ◀▶

MP3

MP3

MP3 { •

MP3

MP3

MP3

MP3 { •

{ { MP3 { •

CD POWER ON ' CD

)

/

/ - >10 1

10/0 3 >10 2





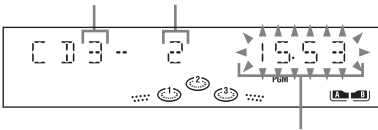
/ {  
 CD 1  
 { PLAY MODE 2  
 PGM  
 DISC 1 - 3 D. SKIP 3  
 DISC SKIP/EX-CHANGE

/  
 REP1 REP REPEAT  
 REP  
 REP1  
 REP1 REP REPEAT



+ ALBUM - MP3  
 >>> <<<

/ ALL DISCS SHUF REP / •  
 REP1 •  
 PBC VIDEO CD REP1 / •  
 REP1 '2.0



ENTER 5

# VIDEO CD



{ 6

5 4

5 3

◀▶ 7

{ SPECIAL MENU 1

1) TIME SEARCH 1 2

3

10/0 1

CLEAR

◀▶ 4

PLAY MODE {  
PGM

CLEAR {

◀▶ / CD

& VIDEO CD CD  
VIDEO CD CD

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/

MP3





)

/

{ SPECIAL MENU 1

2) DISC DIGEST 2 2

/ {

9 - 1' 3

/

NEXT

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PREV

/

SPECIAL MENU

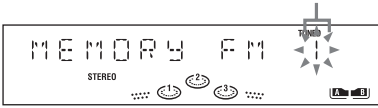
{

{

/

# TUNER MEMORY 3

/



PRESET -/+ 4

)

ENTER 5

COMPLETE

5 1 6



FM

/

AM

)

ENTER 5

COMPLETE

5 1 6

FM

TUNER/BAND 1

AM

TUNING -/+ 2

/

FM

TUNER/BAND 1

AM

TUNING -/+ 2

)

TUNER MEMORY 3

STEREO TUNED FM

PRESET -/+ 4

)

ENTER 5

COMPLETE

5 1 6



TUNED

6 2

/

)

AM

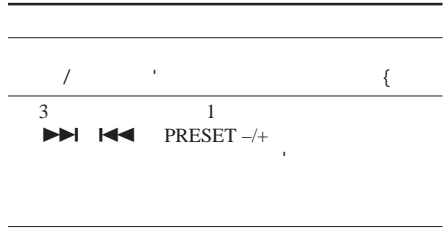
AM

AM  
ENTER

AM

I/⏻

AM



AM

/

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CD

CD

/ CD

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CD 1

I/⏻ 2

I/⏻ 3

■ CD POWER OFF

CD /

CD POWER ON

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CD POWER OFF

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/

AM FM TUNER/BAND 1

▶▶+ ◀◀ TUNING -/+ 2  
)

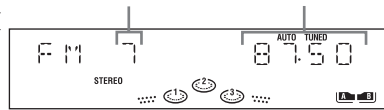
CD { TUNER  
CD CD POWER OFF

/ / { •  
FM MODE / & •  
MONO FM •

▶▶+ ◀◀ TUNING -/+ •

AM FM TUNER/BAND 1

▶▶ ◀◀ PRESET -/+ 2  
)



' TYPE I

1

PLAY MODE / \*'

RELAY



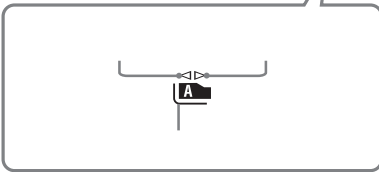
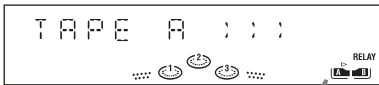
DIRECTION 2

RELAY /

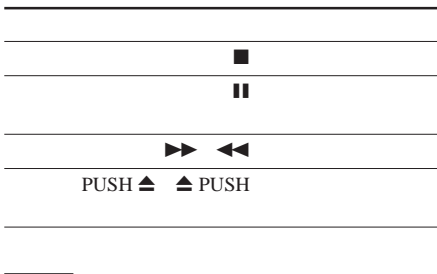
\*'



3



B ← ' , A ← ' A / \*  
B ← ' B ← ' \*

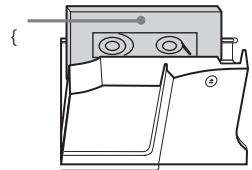


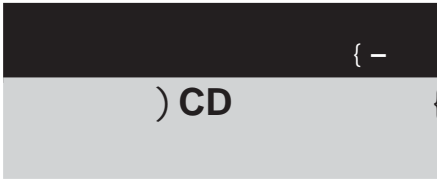
B A

TAPE A/B 1

PUSH ▲ ▲ PUSH 2

B A 3





**CD** { -  
/ { **CD**  
{ **TYPE I**  
**B** { **1**  
**B** { **TAPE A/B 2**  
 { ◀▶  
 {  
 { **CD 3**  
 /  
 **CD SYNC 4**  
 { **B**  
 **REC**  
 **DIRECTION 5**  
 { **RELAY** {  
 **REC PAUSE/START 6**  
 {  
 {  
 ■  
 {

5 2 4 3 , / { } )

\*(AMS) {  
▷ ▶▶▶  
(TAPE B TAPE A >>> +1  
◁ ◀◀◀  
(TAPE B TAPE A <<< +1  
▷ ◀◀◀  
(TAPE B )TAPE A <<< -1  
◁ ▶▶▶  
(TAPE B )TAPE A >>> -1  
, AMS \*  
AMS  
{ -  
-



CD

/ {

B

B

TAPE A/B 2

{  
◀▶  
■  
{

GAME TUNER/BAND TAPE A/B CD 3

MD (VIDEO)

CD { CD•  
A { TAPE A•  
TUNER•  
GAME•

GAME INPUT AUDIO L/R

VCR MD { MD (VIDEO)•  
MD (VIDEO) IN

REC PAUSE/START 4

{ B  
REC

⇌  
↔  
/

DIRECTION 5

{ RELAY

REC PAUSE/START 6

{  
{

PBC •  
/ { /•  
EDIT { CD  
EDIT { B A •  
/ MP3

-  
/



**'MHC-RV60**

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**SURROUND SPEAKER MODE**

LINK

MATRIX SURR

/

MHC-RV50



**GROOVE**

/

← \*V-GROOVE ON ← \*GROOVE ON  
GROOVE OFF

V-GROOVE GROOVE \* {

{



/ • {

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TAPE B 3

{

{

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/

{

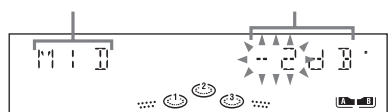
{ •

{





/ /  
P-FILE



P FILE 2

P FILE 1 - 3

P FILE 3

ENTER 4  
COMPLETE

/3

)	P FILE
EFFECT ON/OFF EFFECT OFF	

GAME EQ MOVIE EQ MUSIC EQ )

EFFECT ON/OFF  
EFFECT OFF

SURR

MUSIC EQ

- ROCK
- POP
- JAZZ
- DANCE
- SOUL
- ORIENTAL

MOVIE EQ

- ACTION
- DRAMA
- MUSICAL

GAME EQ

- PlayStation 1, 2
- ADVENTURE
- ARCADE
- RACING



**CINEMA SPACE**

—

)1

**GAME MIXING 2**

/

← MIXING MID ← MIXING LOW  
MIXING OFF ← MIXING HIGH

/

← \*C.SPACE MID ← \*C.SPACE LOW  
SURROUND ON ← \*C.SPACE HIGH  
SURROUND OFF ←  
CINEMA SPACE \*

/ {

{ 4 {

GAME MIXING  
REC PAUSE/START

GAME INPUT VIDEO {

GAME MIXING

GAME MIXING •

•

: /

**GAME**

• {  
GAME EQ •  
{ •

/

KARAOKE PON •

KARAOKE PON •

GAME EQ MOVIE EQ MUSIC EQ  
EFFECT ON/OFF •

{ •

soprano

tenór

{  
1

B {  
B TAPE A/B 2

{  
3

TAPE A  
TAPE A TAPE A/B

REC PAUSE/START 4  
{ B  
REC

⇌  
↔  
/ DIRECTION 5 {

{ RELAY  
REC PAUSE/START 6

/ {

{  
■



MIC LEVEL 1  
MIN

/ MIC 2

KARAOKE/MPX 3

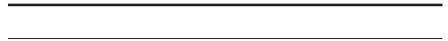
/ )

← MPX R ← MPX L ← KARAOKE PON  
' { { KARAOKE OFF

CD  
MPX R MPX L

4

MIC LEVEL 5  
/



/ VIDEO CD

{  
MIC LEVEL  
MIC MIN  
KARAOKE/MPX /



ECHO LEVEL

{  
ECHO LEVEL  
MIN

/ b KEY CONTROL # \*



#6 - b6 ' /

MP3 \*

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{ / , {

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1

CD •

TAPE •  
TUNER •

VOL +/- 2  
VOLUME

CLOCK/TIMER SET 3  
DAILY SET

ENTER 4  
ON

5

↓ ↑  
→

↓ ↑

ENTER  
5

6

↓ ↑ 7



ENTER 8

DAILY

I/O 9

### SLEEP

70MIN ← 80MIN ← 90MIN ← \*AUTO  
OFF ← 10MIN ← ... ← \*

{

SLEEP \*\*

SLEEP  
)

SLEEP  
SLEEP OFF

/ AUTO \*\*  
/

AUTO

{



{ \_\_\_\_\_

CLOCK/TIMER SELECT 1

{ DAILY ↓ ↑ 2

ENTER

1

CLOCK/TIMER SELECT 1

TIMER OFF ↓ ↑ 2

ENTER

CLOCK/TIMER SET 2

DAILY SET

REC SET ↓ ↑ 3

ENTER

ON

{ ↓ ↑ 4

→

↓ ↑  
ENTER

4

5

TUNER FM 5

B

{ 6

I/O 7

{ .  
{ .  
. /  
. /  
MD (VIDEO) IN /




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CLOCK/TIMER SELECT 1

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REC SELECT    ↓ ↑ 2

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ENTER

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1

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CLOCK/TIMER SELECT 1

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{ TIMER OFF    ↓ ↑ 2

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ENTER

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/ ' / / /

/ ' {

**DISPLAY**

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DISPLAY

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/ ←\* /← / /

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AM

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CD

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MD (VIDEO)

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**DIMMER**

{ CD VIDEO CD  
/ / {  
/ /

DIMMER 3 ← DIMMER 2 ← DIMMER 1  
DIMMER OFF ←

**ON SCREEN**

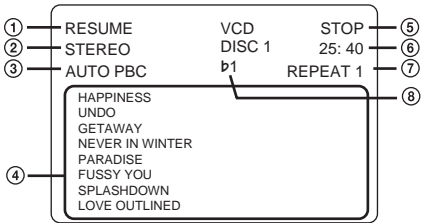


← ON SCREEN 2 ← ON SCREEN 1  
\*ON SCREEN OFF

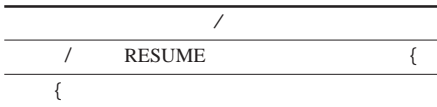
**ILLUMINATION**

2 1 { **ON SCREEN**

← PATTERN 2 ← PATTERN 1  
← PATTERN 4 ← PATTERN 3  
/ PATTERN OFF



①



MPX L KARAOKE PON STEREO ②  
MPX R

\* AUTO PBC { ③  
VIDEO CD AUTO PBC PBC \*

④

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_____
/
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{
*MP3
_____
}
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{ *MP3
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/
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ID3      MP3      *
          ID3

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⑤

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_____
/
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{
STOP      {
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⑥

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/
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* {      {
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}
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*
--:-- MP3

```

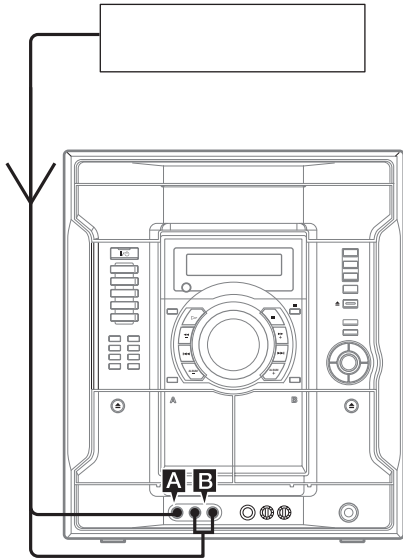
/ REPEAT 1 REPEAT ⑦

/ ⑧

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      •
      {
      ON SCREEN OFF
{      /
      /      •

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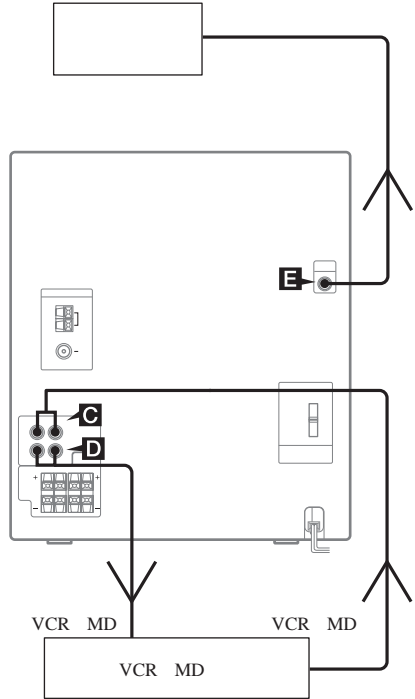


**MD (VIDEO) OUT** **D**

{ VCR MD /

**VIDEO OUT** **E**

{



**GAME INPUT VIDEO** **A**

{ /

**GAME INPUT AUDIO L/R** **B**

{ /

**MD (VIDEO) IN** **C**

{ VCR MD /




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**MD**

/ 1

/

**MD (VIDEO) 2**

/

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**VCR**

/ 1

/

**MD (VIDEO) 2**

MD (VIDEO)

I/O MD VIDEO MD (VIDEO) VIDEO /

I/O MD (VIDEO) MD •

MD (VIDEO) MD

MD VIDEO VIDEO

VIDEO CD / {

/ MD •

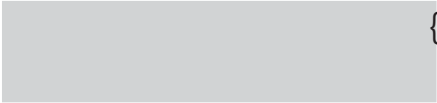
GAME  
GAME  
GAME EQ  
GAME

/ •

/ •

/ •

GAME  
GAME EQ •




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MD {

/ 1

/

/ 2{

/

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VIDEO CD {

1

{ MD (VIDEO) OUT

/ VCR VIDEO OUT

/ 2{

/

VIDEO CD /

VIDEO CD /MD{

MD { MD {



I

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-  
-  
- {

VOLUME / VOL +/- •

• / •  
/ / •  
{ •

VOLUME / VOL +/- •  
MIC LEVEL /

MIC •

/ / •  
/ / { •

- + •

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/ / •  
/ / &

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• / R6/AA •  
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2

/ Sony  
I/O

/ / •  
/ / •  
- + •  
/ / •  
I/O /

/ Sony /

6

DISPLAY

/ /  
/ / •

CD  
/ CD POWER ON

/  
/  
/  
/

SHUF PGM / PLAY MODE •

**MP3**  
Joliet ISO9660 {  
.MP3 MP3 •  
MP3 •  
MPEG 1 Audio Layer-3 •  
/

**MP3**  
•  
-  
-

**CD-TEXT ID3**  
Joliet ISO9660 •  
/ /  
/1.1 1.0 1 ID3 •  
/ •  
'Z A -  
'9 0 -  
'<>\*+,-/[ ]\ \_ -  
/

/ •

MD (VIDEO) •  
/ VIDEO  
/

**MP3 CD VIDEO CD**

**LOCKED** /  
Sony Sony / •

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•  
•

/ CD { /  
/ CD { •  
/ Sony / •

•  
•  
•  
CD •  
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**GAME MIXING**  
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/ / •  
/ / •  
/ / •  
/ •  
/ •  
/ •  
/ •









/

**MP3/CD/VIDEO CD**

**CANNOT USE**

**NO DISC**

CD-ROM DVD

MP3

**OVER**



MP3

**PUSH STOP**

**STEP FULL**

/

**READING**

TOC



CD



Sony /

/

/ AC

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&

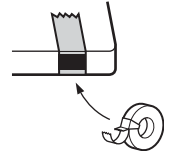
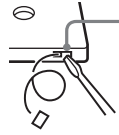
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{

B A

### MHC-RV60



DIN

RMS

'DIN

'THD

'THD

### MHC-RV50

DIN

RMS

'DIN

'THD

MD (VIDEO) IN L/R

GAME INPUT AUDIO L/R

GAME INPUT VIDEO

Vp-p

MIC

PHONES

VIDEO OUT

Vp-p

MD (VIDEO) OUT L/R

SPEAKER

'MHC-RV60

SURROUND SPEAKER

**MHC-RV60/RV50 SS-RV990**

'bass-reflex

'λ=• nm

Sub woofer  
Woofer  
Tweeter

' ± [ dB  
• - • nm  
dB  
dB  
PAL NTSC

[•

**MHC-RV60 SS-RSV60**

'bass-reflex

' ± dB

Woofer  
Tweeter  
Super tweeter

Sony TYPE I  
[ ± W.Peak (IEC)  
[ W.RMS (NAB)  
[ ± W.Peak (DIN)

[

FM/AM superheterodyne

FM

FM'

• [ - [ FM

[•

AM'

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MHC-RV60  
MHC-RV50

AM

[

MHC-RV60  
MHC-RV50

[

{

AM  
FM

MHC-RV60  
MHC-RV50

MP3

{  
PBC VIDEO CD  
(interactive)

CD  
MP3 MP3 VIDEO CD

◀▶ VIDEO CD CD

PBC VIDEO CD

VIDEO CD  
PBC

PBC VIDEO CD 2.0 {

1.1 VIDEO CD 2.0

PBC VIDEO CD  
'1.1

PBC VIDEO CD  
'2.0

1.1

PBC

**VIDEO CD**

MPEG 1

•

VIDEO CD

VIDEO CD

CD

1.1 •

/

2.0 •

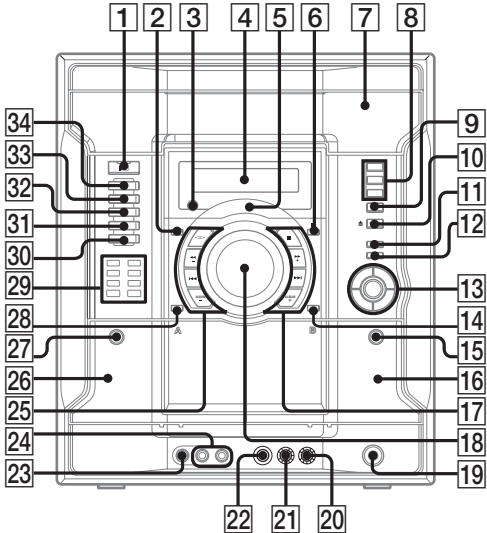
PBC

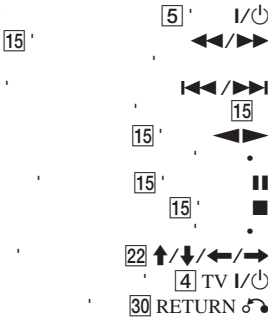
/



- 1 I/⏻
- 6 II
- 10 ▲
- 13 ↑/↓/←/→
- 17 ■
- 17 ▶ +
- 17 ▶▶
- 25 ◀◀
- 25 ◀
- 25 ▶▶
- 25 ▶
- 27 A ▲ PUSH
- 15 B PUSH ▲
- 29 REC PAUSE/START
- 29 REPEAT
- 29 \*SURR SS MODE
- 32 TAPE A/B
- 33 TUNER/BAND
- 29 TUNER MEMORY
- 5 /
- 4 /
- 26 A
- 16 B
- 3
- 7
- GAME INPUT AUDIO
- 24 L/R
- 23 GAME INPUT VIDEO
- 22 MIC
- 19 PHONES
- 18 VOLUME
- Q - A
- 17 ALBUM +
- 25 ALBUM -
- 34 CD
- 29 CD SYNC
- 29 \*CINEMA SPACE
- 29 DIRECTION
- 8 DISC 1 - 3
- 8 DISC SKIP/EX-CHANGE
- 2 DISPLAY
- 20 ECHO LEVEL
- 29 EDIT
- 11 EFFECT ON/OFF
- 12 ENTER
- 29 FM MODE
- 30 GAME
- 13 GAME EQ
- 29 GAME MIXING
- 13 GROOVE
- 28 ILLUMINATION
- 29 KARAOKE/MPX
- 31 MD (VIDEO)
- 21 MIC LEVEL
- 13 MOVIE EQ
- 13 MUSIC EQ
- 14 P FILE
- 29 PLAY MODE

MHC-RV50 \*  
MHC-RV60 \*





MHC-RV60 \*  
SPECTRUM \*

- O**
- 14 ON SCREEN
  - 21 P FILE
  - 28 PLAY MODE
  - 15 PRESET -/+
  - 31 PREV
  - 12 REPEAT
  - 1 SLEEP
  - 33 SPECIAL MENU
  - 35 \*SPECTRUM
  - \*SURROUND SPEAKER MODE
  - 27
  - 6 TAPE A/B
  - 41 TUNER/BAND
  - 15 TUNING -/+
  - 8 TV CH +/-
  - 9 TV VIDEO
  - 7 TV VOL +/-
  - 20 VOL +/-
  - 10

- N - A**
- 29 ALBUM +/-
  - 40 CD
  - 26 CINEMA SPACE
  - 13 CLEAR
  - 2 CLOCK/TIMER SELECT
  - 3 CLOCK/TIMER SET
  - 34 DIMMER
  - 36 DISPLAY
  - 11 D. SKIP
  - 18 EFFECT ON/OFF
  - 24 ENTER
  - 37 GAME
  - 23 GAME EQ
  - 38 GAME MIXING
  - 16 KARAOKE/MPX
  - 17 KEY CONTROL #/b
  - 39 MD (VIDEO)
  - 19 MOVIE EQ
  - 25 MUSIC EQ
  - 32 NEXT

