

# Guide to LaserDisc Player Audio and Video Connexions

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## Key to Illustrations



**RCA (pin) or BNC panel-mount connector**

Shown in actual colour where possible



**TOSlink panel-mount connector**



**75Ω Coaxial Cable**

Usually RCA (pin) connectors, sometimes BNC



**Audio Coaxial Cable**

Usually RCA (pin) connectors

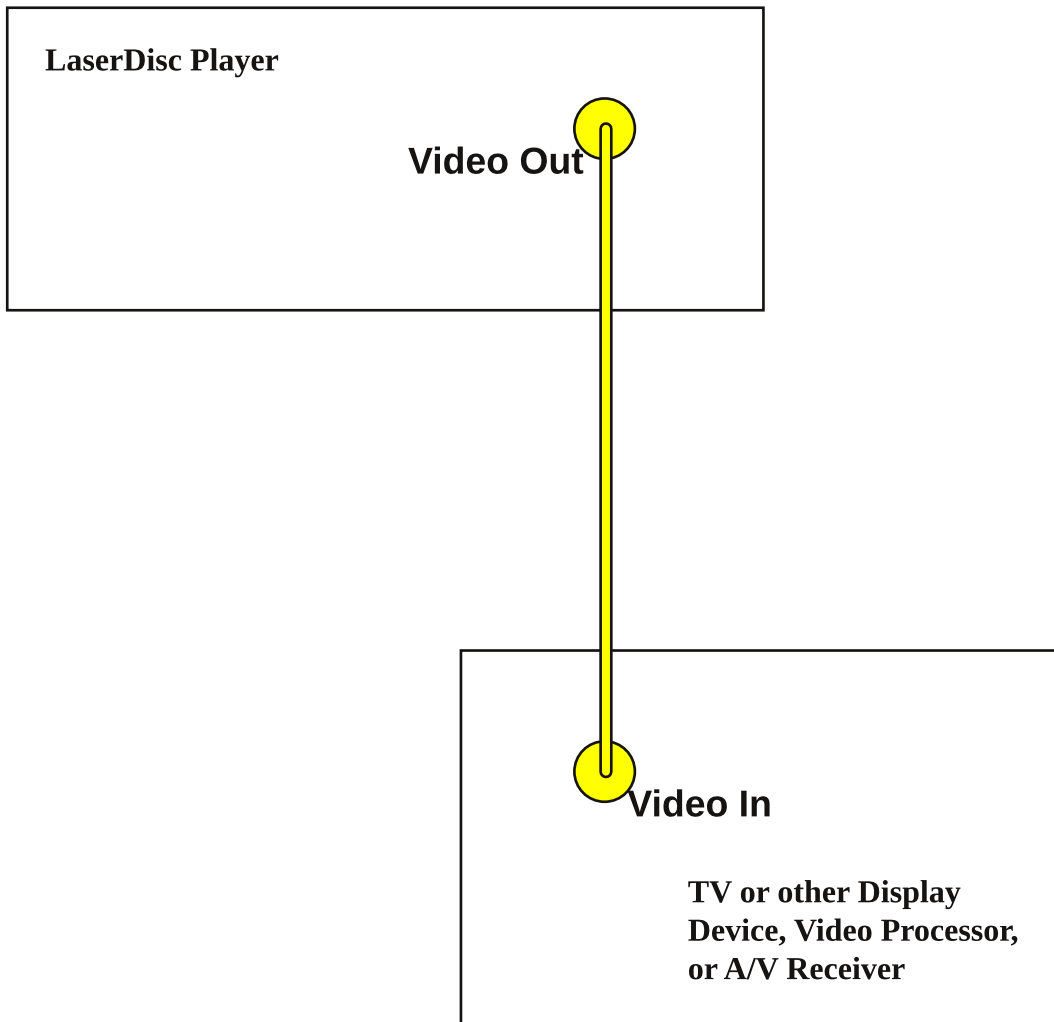


**Optical Digital Cable**

Usually TOSlink connectors

# Video

NTSC, PAL, MUSE/NTSC, and PAL/NTSC players  
All NTSC and PAL discs

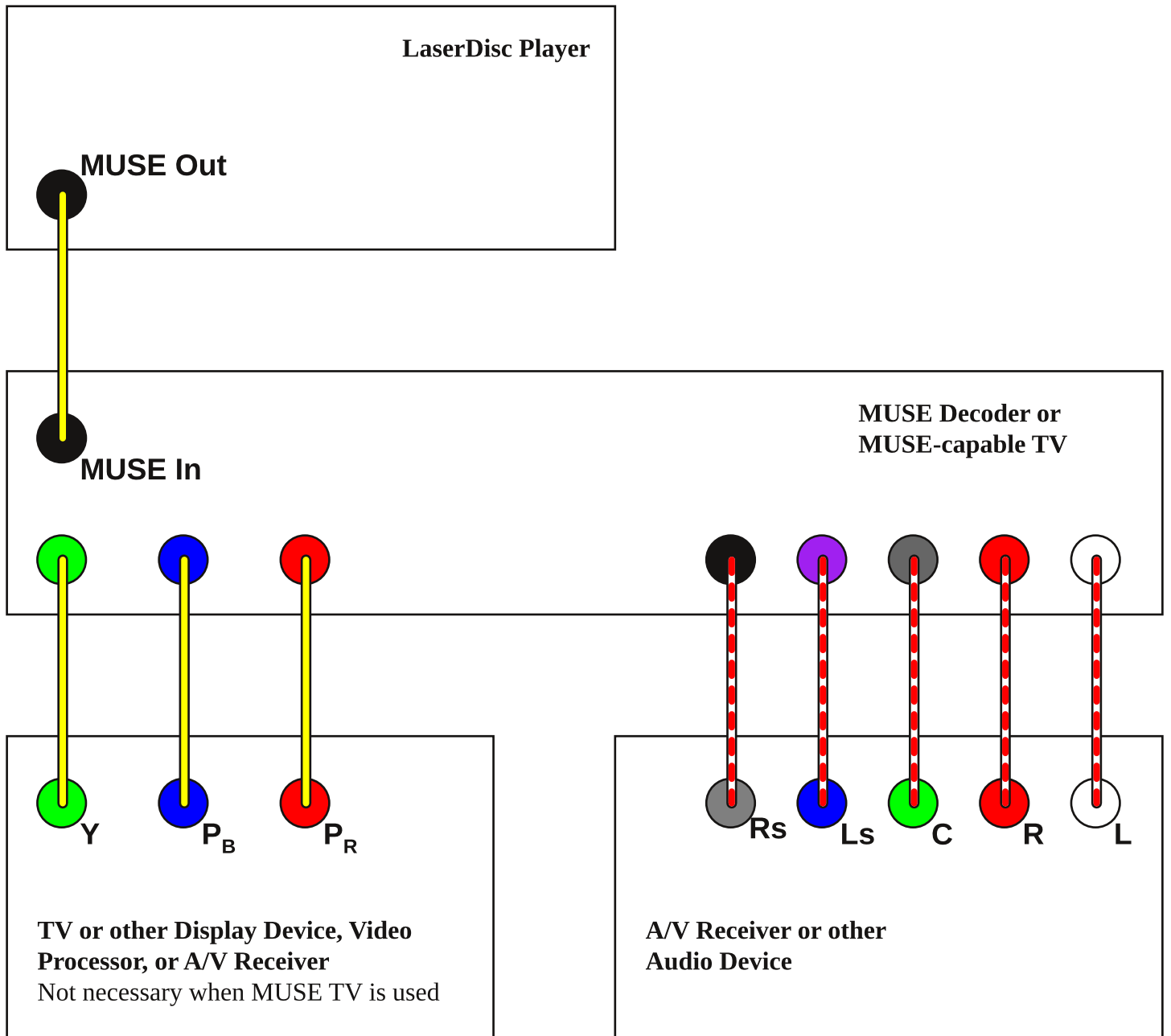


## Notes

- 1 On many players, S-Video (Y/C separate) output is available. Since LD video is recorded in composite format, the quality of this output will depend upon the separation circuit in the player. In many cases, the separator circuit in the display or processor is superior, so the composite connexion will give the best performance.
- 2 On some players, a SCART output is available. This is likely to pass composite video only, although (particularly on dual-standard PAL/NTSC players) Y/C separate or RGB output may be implemented. There is usually no advantage from using such an output, for reasons stated above.
- 3 On combination LD/DVD players, a component video ( $Y P_R P_B$ ) output may be available. This is applicable only to DVD playback.
- 4 On dual-standard PAL/NTSC players, if at all possible, it is preferred to send true NTSC rather than NTSC 4.43, to obtain the best picture quality.

# MUSE (Video and Audio)

MUSE Hi-Vision LD players only  
MUSE discs only



## Notes

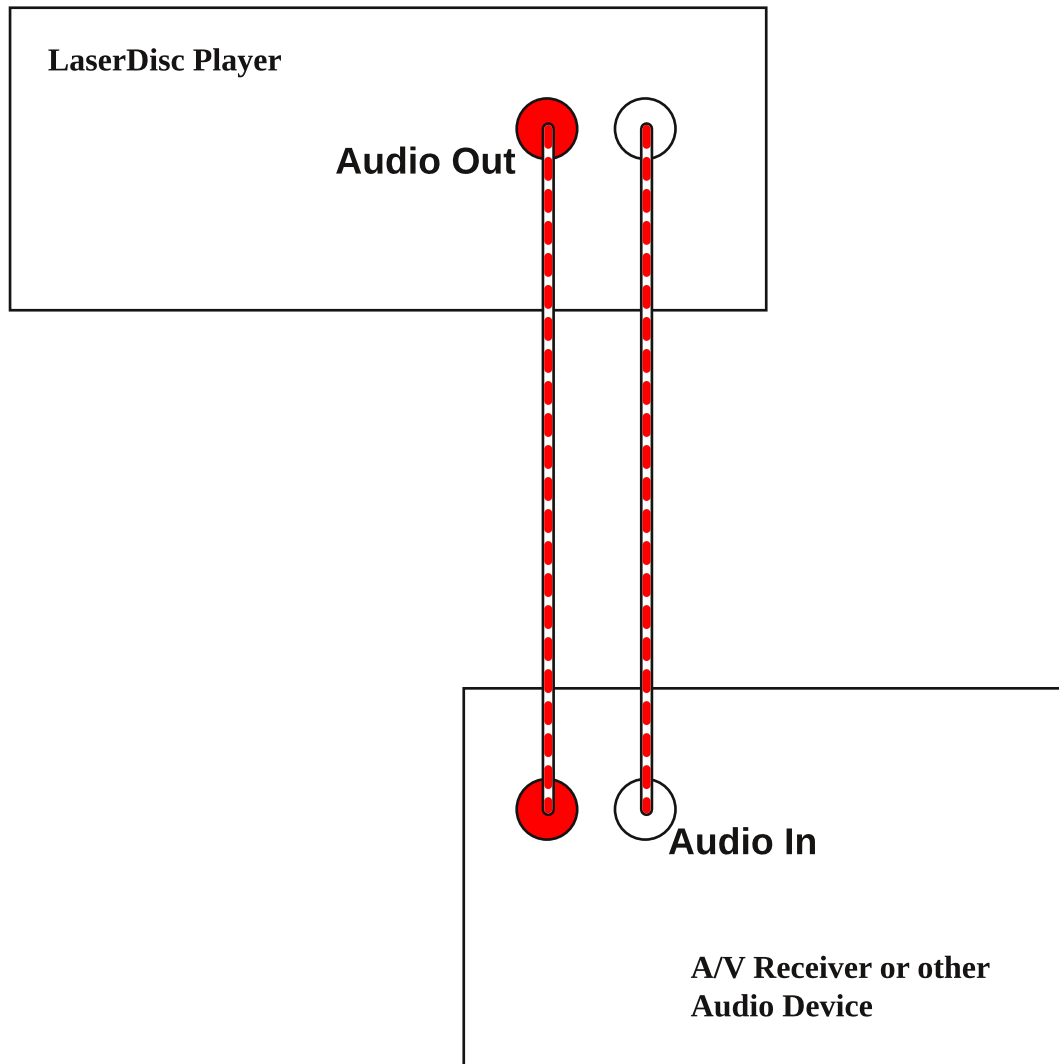
- 1 In some cases, RGB or RGBHV connexion is used in place of YP<sub>R</sub>P<sub>B</sub>.
- 2 Audio channels C, Rs, Ls are active only in A-Mode. Normally, the same signal is output from both Rs and Ls.
- 3 Colors of MUSE decoder audio output connectors are as found on the Sony MSC-2000. Colors for the corresponding input connectors are according to standard CEA-863-A.

# Stereo Audio

## All players

Analog audio on early PAL discs, and nearly all NTSC discs

Digital stereo (PCM) audio on later PAL and NTSC discs, and some MUSE discs



### Notes

1 On analog-audio PAL and NTSC discs, the soundtrack is output only this way.

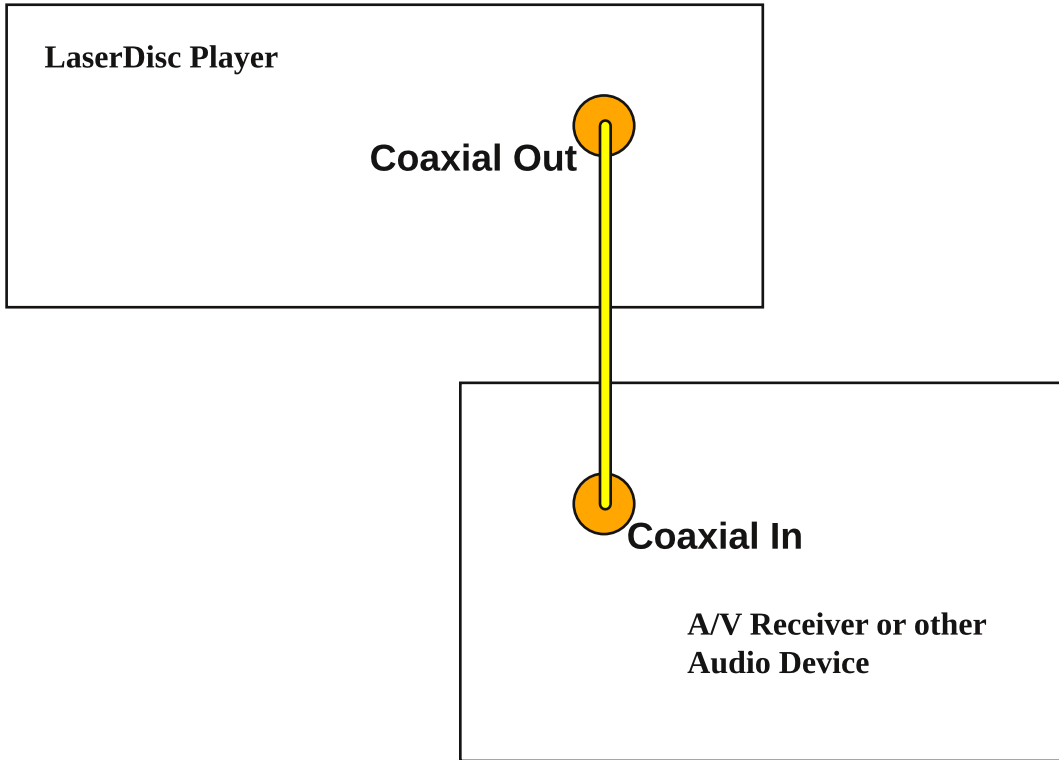
2 On NTSC discs with digital audio (PCM or **dts**), the analog audio may be used for an alternate soundtrack, or for the main soundtrack with alternate audio on the digital channels.

3 If only MUSE or later PAL discs are to be played, this connexion may be omitted, and SPDIF used exclusively.

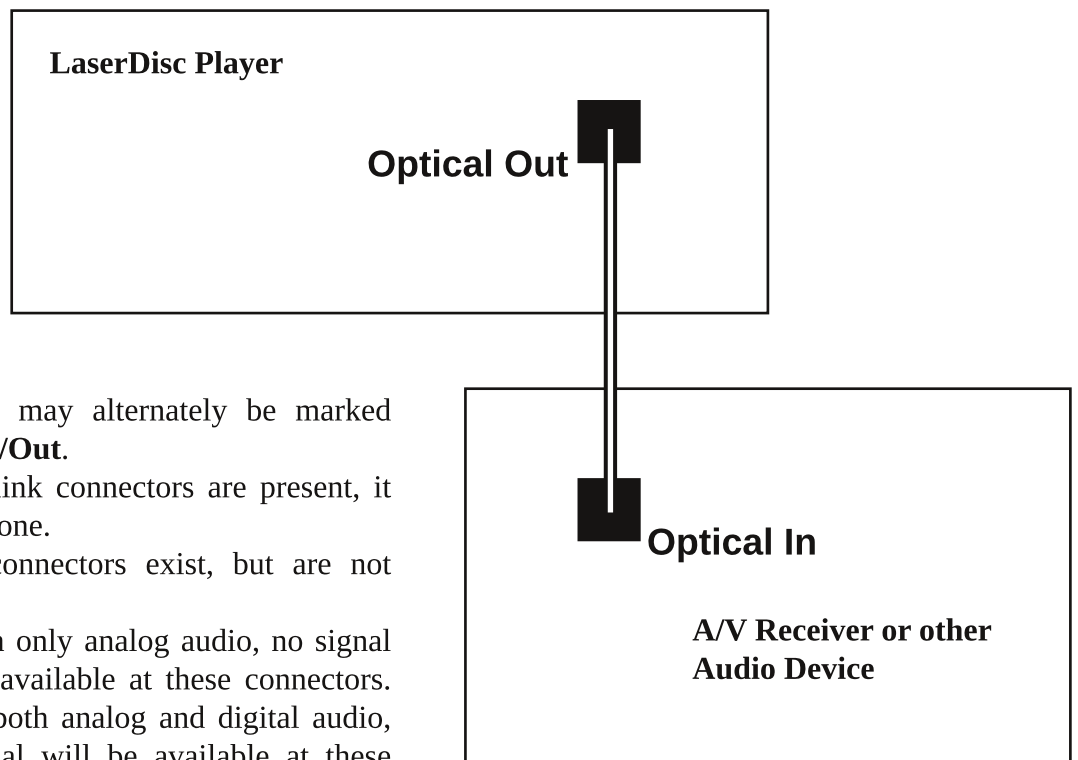
# SPDIF Digital Audio

## Many players

PCM digital audio on all later PAL discs, most NTSC discs, and some MUSE discs  
**dts** digital surround on a few NTSC discs and one PAL disc (*0004 Schlafes Bruder*)



**OR**

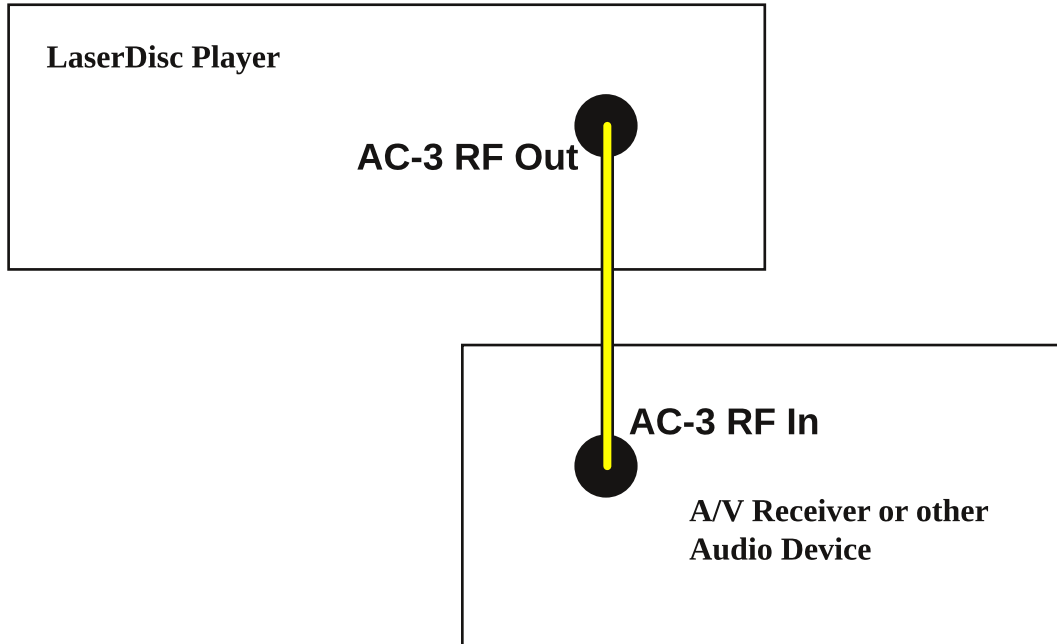


### Notes

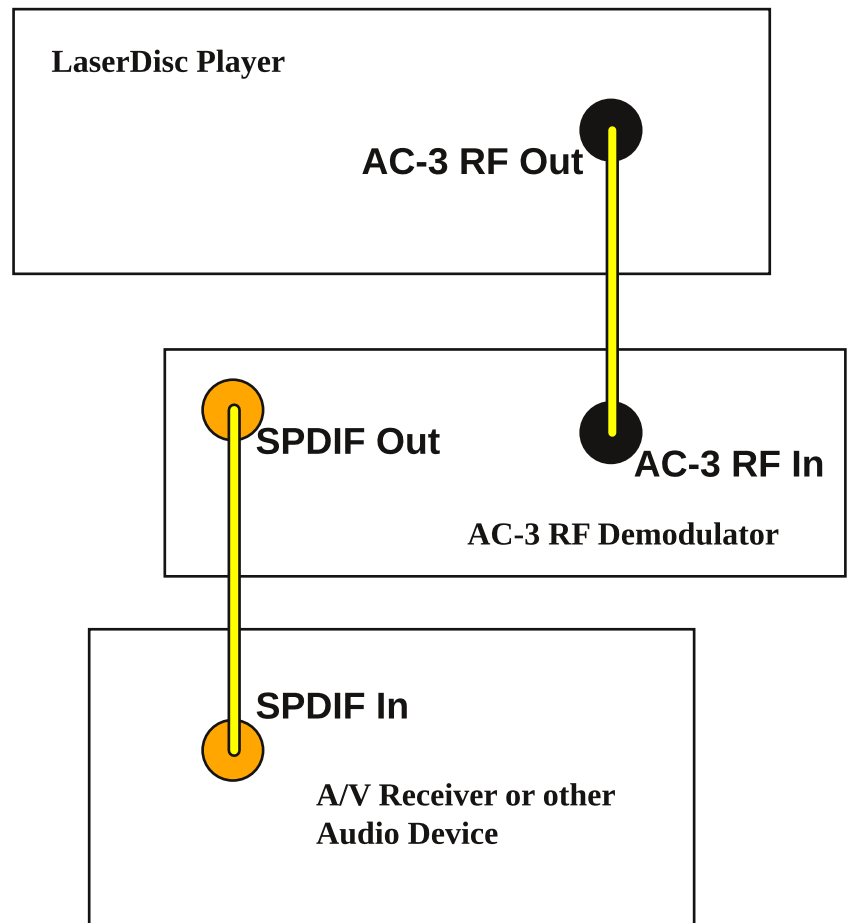
- 1 Either set of connectors may alternately be marked **SPDIF In/Out** or **Digital In/Out**.
- 2 If both coaxial and TOSlink connectors are present, it is sufficient to connect only one.
- 3 Other types of digital connectors exist, but are not normally encountered.
- 4 When playing a disc with only analog audio, no signal (or a Mute signal) will be available at these connectors. When playing a disc with both analog and digital audio, only the digital audio signal will be available at these connectors, even if analog audio is selected at the player.

# Dolby Digital AC-3 Audio

Some NTSC, PAL/NTSC, and MUSE/NTSC players  
Some later NTSC discs



**OR**



## Notes

1 Some LD players have an internal demodulator, either as-built or modified, giving digital AC-3 output which may be connected directly to an SPDIF input.

2 Some receivers have an input which will accept either SPDIF digital signals or AC-3 RF signals.

3 SPDIF output from the AC-3 RF demodulator may be coaxial, as illustrated, or Toslink.

4 Some older receivers and other audio components may not accept AC-3 digital signals via SPDIF.

OR

