Guide to LaserDisc Player Audio and Video Connexions

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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 (YP_{PR}P_{PB}) 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**

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**LaserDisc Player**

**MUSE Out**

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**MUSE In**

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**MUSE Decoder or MUSE-capable TV**

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**TV or other Display Device, Video Processor, or A/V Receiver**

Not necessary when MUSE TV is used

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**A/V Receiver or other Audio Device**

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**Notes**

1. In some cases, RGB or RGBHV connexion is used in place of $YP_RP_B$.
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)*

**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

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.