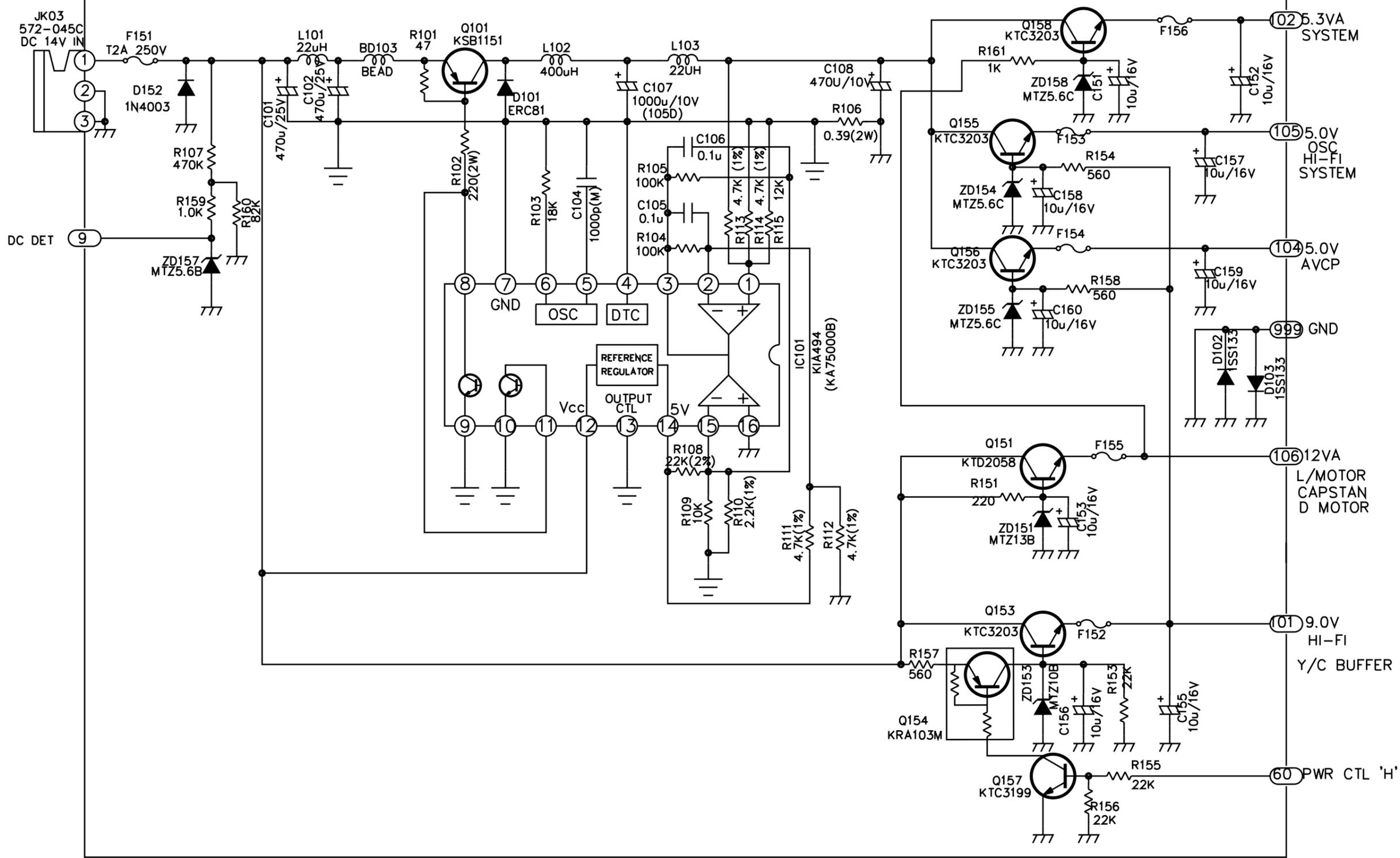


No		MATERIAL	COLOR/FINISH
A			

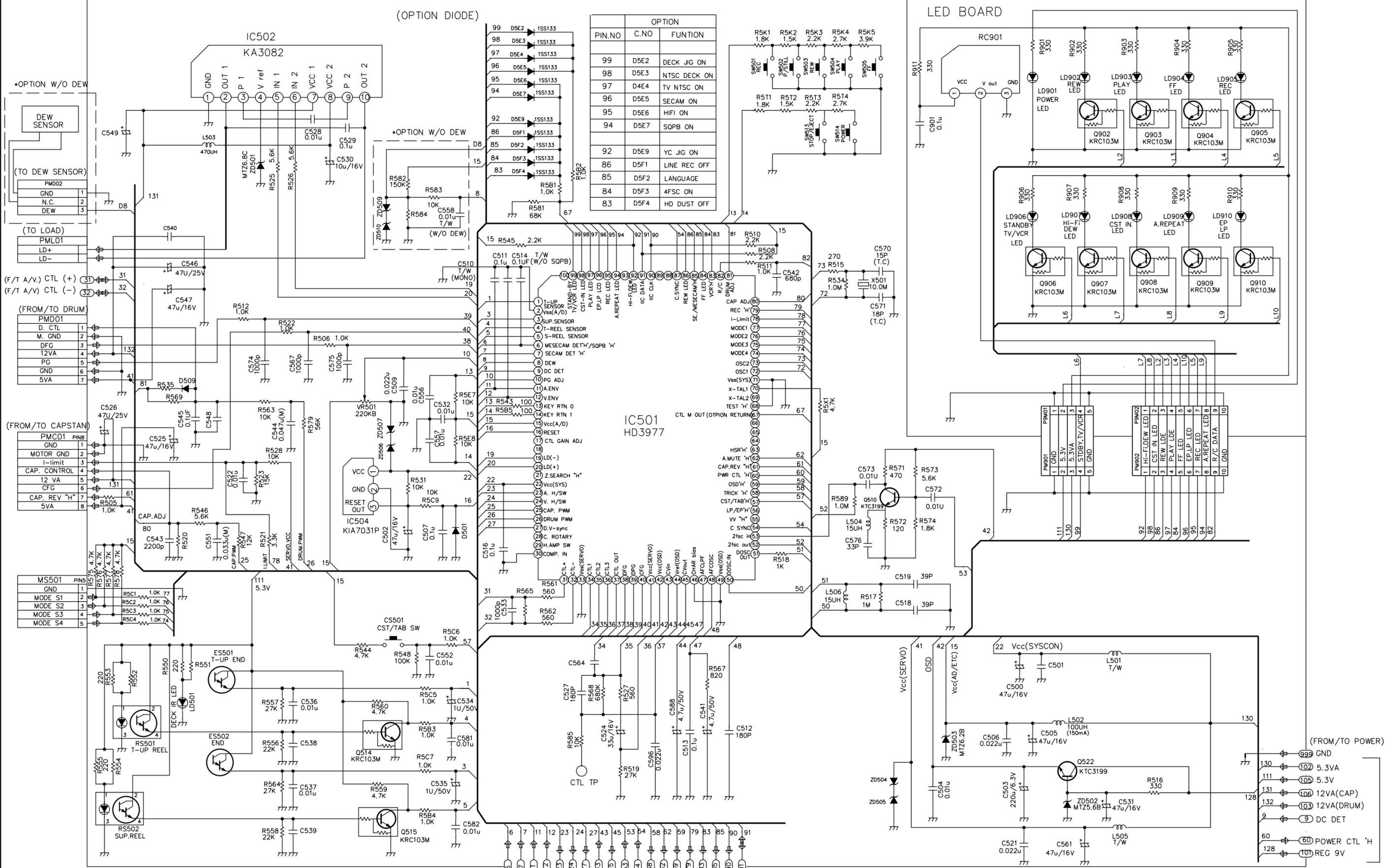


DIMENSIONAL TOLERANCE	
ANGULAR	0
UNLESS OTHERWISE SPECIFIED	

CHANGES			

C	B	A	NO	PART NO	DESCRIPTION	MATERIAL	COLOR FINISH	NOTE
THIRD ANGLE PRO		SCALE	UNIT	DRAWN 99.01.20		D'SCHEMATIC POWER		
			mm	CHECKED		(AS306J'S/10M'S)		
		LG전자		APPROVED		VD 3854R10410A		
						ISSUE		

No	MATERIAL	COLOR/FINISH
A		



(OPTION DIODE)

PIN.NO	C.NO	FUNTION
99	D5E2	DECK JIG ON
98	D5E3	NTSC DECK ON
97	D4E4	TV NTSC ON
96	D5E5	SECAM ON
95	D5E6	HIFI ON
94	D5E7	SOPB ON
92	D5E9	YC JIG ON
86	D5F1	LINE REC OFF
85	D5F2	LANGUAGE
84	D5F3	4FSC ON
83	D5F4	HD DUST OFF

LED BOARD

*OPTION W/O DEW

(TO DEW SENSOR)

(TO LOAD)

(F/T A/V) CTL (+)

(F/T A/V) CTL (-)

(FROM/TO DRUM)

(FROM/TO CAPSTAN)

MS501

MODE S1

MODE S2

MODE S3

MODE S4

DIMENSIONAL TOLERANCE

ANGULAR 0

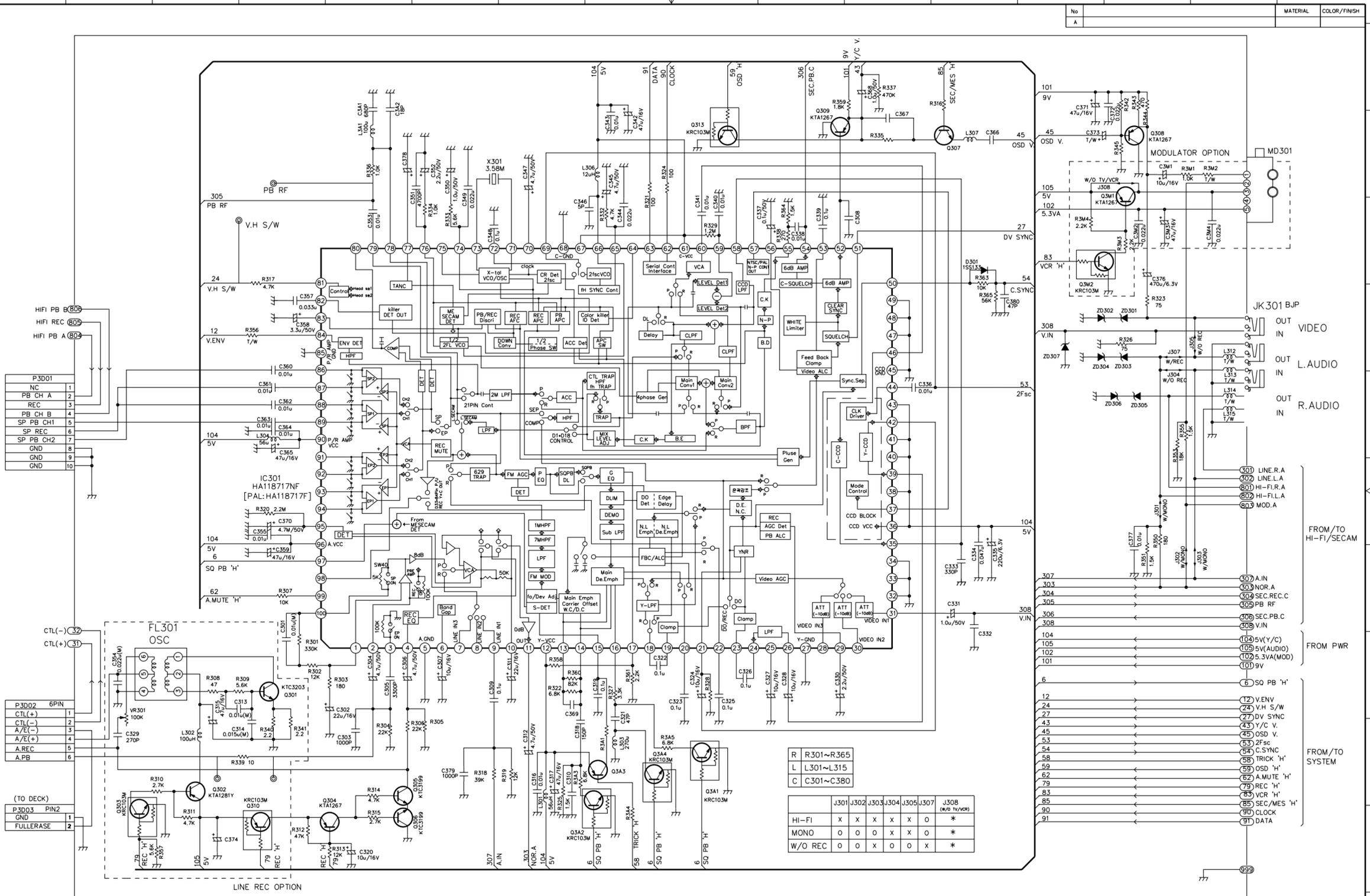
UNLESS OTHERWISE SPECIFIED

(FROM/TO POWER)

130	999	GND
111	102	5.3VA
131	106	12VA(CAP)
132	103	12VA(DRUM)
9	9	DC DET
60	60	POWER CTL 'H
128	101	REG 9V

C	B	A	NO	PART NO	DESCRIPTION	MATERIAL	COLOR FINISH	NOTE
SCALE	UNIT	DRAWN	1999.01.19	D'SCHMATIC SYSTEM				
THIRD ANGLE PROJECT	N/S	mm	CHECKED	MOK DONG KYUN				
APPROVED			AS306J'S/10M'S					
LG 전자			VD 3854R10411A					

(FROM/TO A/V)



No	MATERIAL	COLOR/FINISH
A		

Pin	Signal
1	NC
2	PB CH A
3	REC
4	PB CH B
5	SP PB CH1
6	SP REC
7	SP PB CH2
8	GND
9	GND
10	GND

Pin	Signal
1	CTL(+)
2	CTL(-)
3	A/E(-)
4	A/E(+)
5	A REC
6	A PB

Pin	Signal
1	GND
2	FULLERASE

Part No.	Value
R	R301~R365
L	L301~L315
C	C301~C380

	J301	J302	J303	J304	J305	J307	J308
HI-FI	X	X	X	X	X	0	*
MONO	0	0	0	X	X	0	*
W/O REC	0	0	X	0	0	X	*

Pin	Signal
307	A.IN
303	NOR.A
304	SEC.REC.C
305	SEC.PB.RF
306	SEC.PB.C
308	V.IN
104	5V(Y/C)
105	5V(AUDIO)
102	5.3VA(MOD)
101	9V
6	SO PB 'H'
12	V ENV
24	V.H S/W
27	DV SYNC
43	Y/C V.
45	OSD V.
53	2Fsc
54	C.SYNC
58	TRICK 'H'
59	OSD 'H'
62	A.MUTE 'H'
79	REC 'H'
83	VCR 'H'
85	SEC/MES 'H'
90	CLOCK
91	DATA

QTY	UNIT	SCALE	NO	PART NO	DESCRIPTION	MATERIAL	COLOR	FINISH	NOTE

D'SCHEMATIC AVCP
 AS30J'S/10M'S
 LG전자
 APPROVED
 VD 3854R10412A

DIMENSIONAL	TOLERANCE
ANGULAR	0