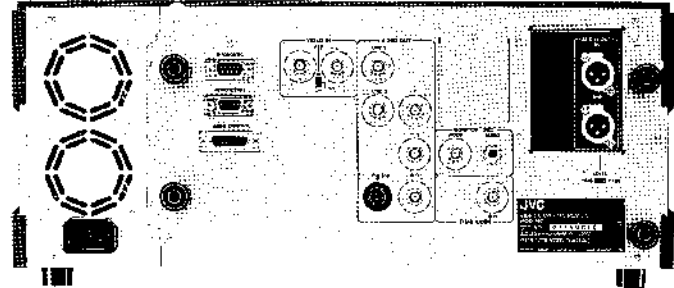
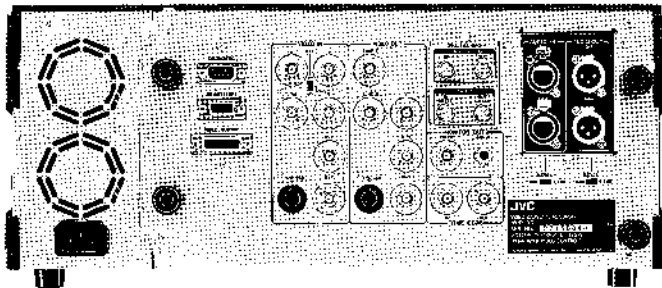
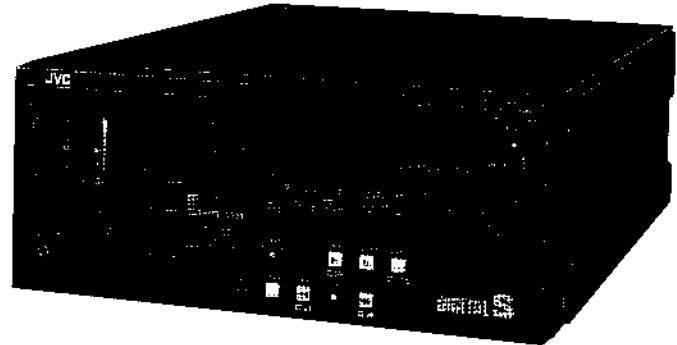
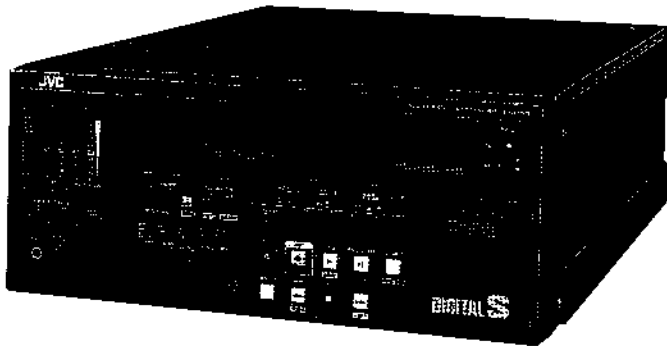


Professional Editing Recorder/Player



BR-D750E

BR-D350E



BR-D750E Recorder

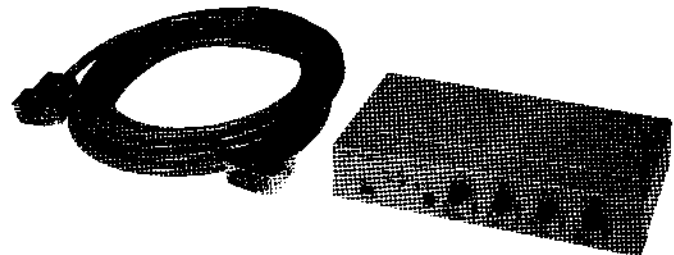
- High quality 50 Mbps, 8-bit, 4:2:2 D-9 recording
- RS-422A standard assemble/insert editing and control with external editing controllers
- Frame-by-frame recording and editing
- Manually adjustable analogue audio record levels
- Re-generation of external time code, or Jam sync

Both BR-D750E Recorder and BR-D350E player

- High quality 50 Mbps, 8-bit, 4:2:2 D-9 playback
- 2-hour (124 minutes) duration with DS-124 cassette
- +/- 1/3 variable speed playback (field / frame selectable)
- Analogue I/O: Composite, Y/C, Component (Y, R-Y, B-Y)
- Two independently editable 16-bit 48 kHz PCM audio channels
- Two cue audio tracks allow monitoring at slow and search speeds
- Remote TBC adjustment via 15-pin D-Sub connector
- RS-422A control & RS-232C serial port for diagnostics
- LTC/VITC time code
- Rugged die cast chassis using ceramic tape guide rollers and sapphire flanges for long life

Options

- SA-D80U: Optional SMPTE 259U serial digital I/O and optional AES/EBU serial audio I/O (BR-D750E)
- SA-D50U: Optional SMPTE 259U serial digital output and optional AES/EBU serial audio output (BR-D350E)
- SA-K67U: Rack mount
- RM-G22U: TBC remote control unit



RM-G22U
TBC Remote Control Unit

Specifications



General	Recorder BR-D750E	Player BR-D350E
Rec/PB time	124 min. (DS-124)	←
FF/Rew time	3 min. (DS-104)	←
Picture search	±32 x visible picture (remote required)	←
Slow motion	±1/3 x with full picture quality	←
Tape	1/2 inch metal particle	←
Tape speed	57.737 mm/s	←
Tracks (video / audio)	12 per frame	←
Track pitch	20 nanometer	←
Control track	1	←
Audio cue tracks	2	←
Head drum diameter	62 mm	←
Head rotation	4500 rpm	←
Dimensions	429 (W) x 188 (H) x 567 (D) mm (16-15/16" x 7-7/16" x 22-3/8")	
Weight	23 kg (50.7 lbs.)	22 kg (48.5 lbs.)
Power consumption	180 W	160 W
Power requirement	AC 220 to 240 V 50/60 Hz	
Temp	Operating	5°C to 40°C (41°F to 104°F)
	Storage	-20°C to 60°C (-4°F to 140°F)
Humidity	30% to 80%	

Sampling	Y R-Y/B-Y	4:2:2 8-bit	←
		13.5 MHz	←
		6.75 MHz	←
Compression		3.3:1 DCT based intraframe coding	←
Data rate		50 Mbps	←
Frequency response (SDI in, analogue out)	Y	0 to 4.5 MHz, +1.0 / -2.0 dB	←
	R-Y/B-Y	0 to 2 MHz, +/-1.0 dB	←
S/N (SDI in analogue out)		55 dB	←
SDI I/O (unbalanced)		Option	←
Analogue I/O (75 ohms un-balanced) balanced)	Composite	1 Vp-p	←
	Y/C:	Y: 1 Vp-p, C: 0.3 Vp-p (Burst)	←
	Component	Y: 1 Vp-p R-Y / B-Y: 0.7Vp-p	← (out) ← (out)
	Reference	0.45 Vp-p (loop)	←

Video Control Adjustment range

System sync phase	±3 nanoseconds or more	←
System SC phase	360 degrees or more	←
Video phase	±1.0 nanoseconds or more	←
Video level	±3 dB or more (remote required)	←
Chroma level	±3 dB or more (remote required)	←
Setup level	0 mV or less to 100 mV or more (remote required)	←

Audio

System	2ch PCM, 48 kHz, 16-bit	←
Frequency response	20 to 20,000 Hz +1/-1.5 dB	←
Dynamic range	Less than 85 dB (at 1 kHz)	←
Distortion	Less than 0.1% (1 kHz at operation level)	←
Crosstalk	Less than 75 dB (at 1 kHz)	←
Headroom	20 dB	←
Emphasis	Automatic switching in play	←
Wow and flutter	Below measurable level	←
SDI I/O	Option	←
Analogue input	Line: -6 / 0 / +4 dB high impedance balanced	←
Analogue output	Line: -6 / 0 / +4 dB low impedance balanced	←
Monitor	-6 dB low impedance balanced	←
Headphones	Infinity to -17 dBs, 8 ohms	←

System Products

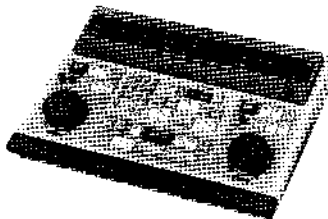


RM-G820E
Pre-read Editing Controller



See page 64.

RM-G870E
Multi-event A/B Roll
Editing Controller



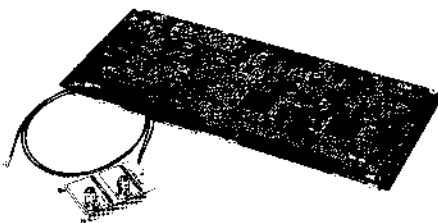
See page 65.

KM-5000E
Digital Vision Mixer

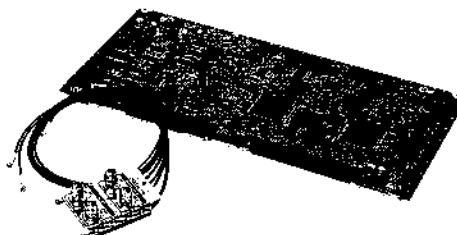


See page 23.

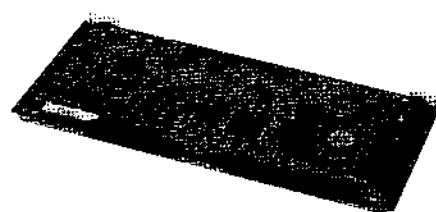
SA-D50U
SDI Output for BR-D50/51E



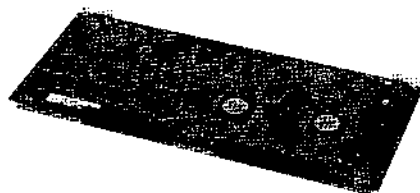
SA-D80U
SDI I/O for BR-D80E



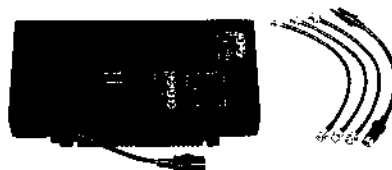
SA-D52U
SDI Output for BR-D52E
(embedded audio)



SA-D92U
SDI I/O for BR-D92E
(embedded audio)



IF-C2000SDE
SDI Input for JVC
Component Monitor



See page 75.

RM-G22U
TBC Remote Control for D-9



VC-G9050U
9-pin Remote Cable (5 m)
for Edit Control



SA-K67U
D-9 Rack Mount

