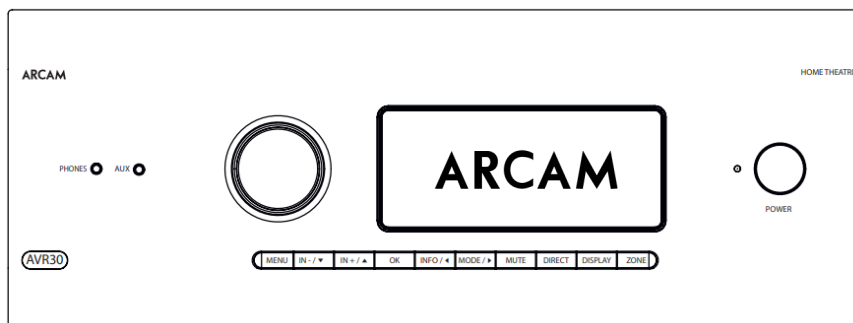# ARCAM | HDA

AVR/PROCESSOR FRONT DISPLAY GUIDE

AV40/AVR30/AVR20/AVR10

AV41/AVR31/AVR21/AVR11

UNDERSTANDING YOUR RECIEVER'S FRONT PANEL DISPLAY

A guide to the various elements of your receiver's display and what they mean.

When watching or listening to media with your receiver, you may have question about what exactly you are listening to, and more importantly, how your receiver is processing the signal.
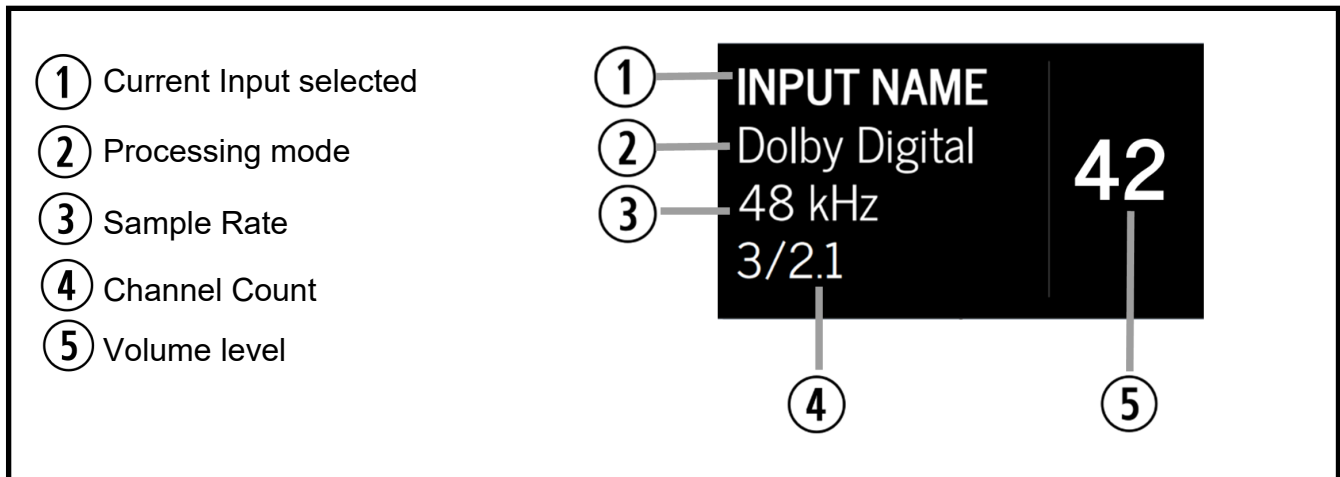
Thankfully, your receiver includes a comprehensive display that covers the key points so that you are informed of exactly what your receiver is doing at-a-glance.

The information shown on the display will vary slightly depending on the input being used, and the different versions are shown within this guide.

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External Digital Sources

① Current Input selected

② Processing mode

③ Sample Rate

④ Channel Count

⑤ Volume level

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❶ Input

To listen to or watch content through your receiver, a source device must first be connected to an input on the rear (or in the case of AUX, the front) of the receiver. While all our inputs are named, these labels are to help with identification rather than having been calibrated specifically for that device. A blu ray player does not have to be connected to BD.

When an input button is pressed on the remote control, or when the Input + or – buttons are pressed on the front panel, the input ❶ will change accordingly informing you of which input on the rear of the device is currently in use. These inputs can be renamed if you so desire, through the input config menu, or via the web config page.

Please Note: *The sample rate will not be displayed for analogue audio sources.*
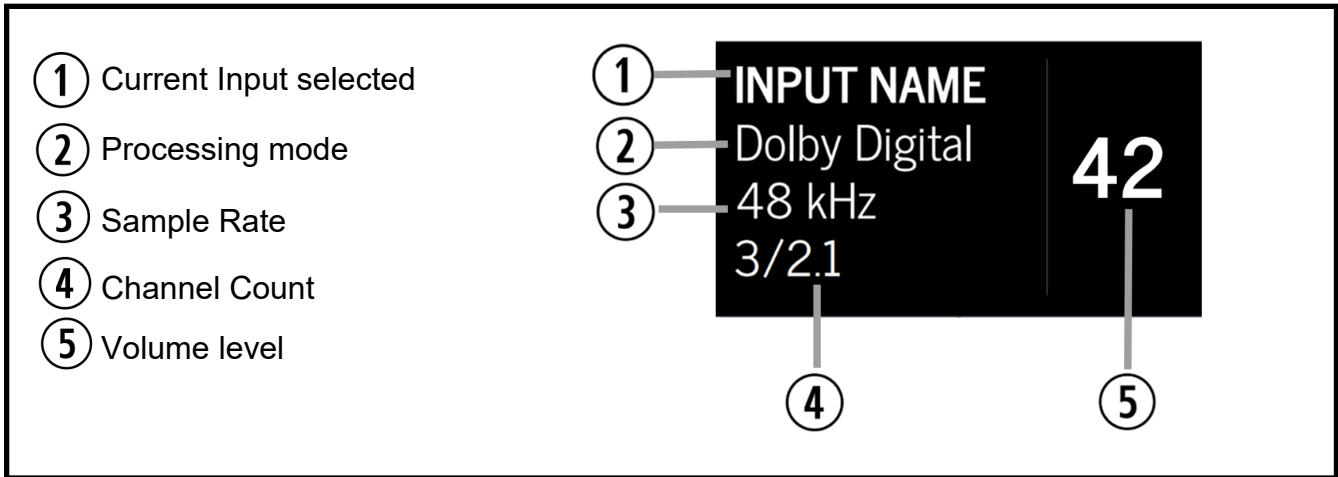
❷ Processing mode

The processing mode tells us how the receiver is processing the sound signal that it is receiving. This processing mode can be cycled with the "mode" button on the remote control, or a default mode can be specified for each input in the "input config" menu for both stereo sources and multichannel sources.

Please note: *Dolby and DTS sources will automatically be processed as "Dolby Surround" and "DTS Neural:X" respectively by default. This means that content will be intelligently upmixed to incorporate unused channels. I.e. a 5.1 Dolby Digital audio source played on a 7 speaker system, Dolby Surround mode will make use of all 7 channels. The native mode can be selected with the*

❸ Sample rate

This is the sample rate of the content being received by the AVR. This will typically be between 44.1kHz and 192kHz. The AVR will only play the sample rate it is given from the source device. If the sample rate displayed is not as expected, we recommend checking that the source device has not been set to down-sample or otherwise alter the original sample rate.

External Digital Sources

① Current Input selected
② Processing mode
③ Sample Rate
④ Channel Count
⑤ Volume level

① INPUT NAME
② Dolby Digital
③ 48 kHz
3/2.1   42
④   ⑤

❹ Channel Count

The channel count represents the number of audio channels present in the received audio signal. This is represented as:

$$3/2.1 = X/Y.Z$$

X represents the front 3 channels (Left, Centre, Right) in use, **Y** represents the surrounds, and **.Z** represents the LFE (Low Frequency Effect, usually the subwoofer) channel.

For example, 2/0.0 would be a stereo signal, while 3/4.1 would use the 7 main speakers with a .1 LFE channel.

The channel count may not always be consistent with the speakers you hear playing, as you may have chosen to upmix a smaller channel count to match your speakers, or even downmix multi-channel content to stereo.
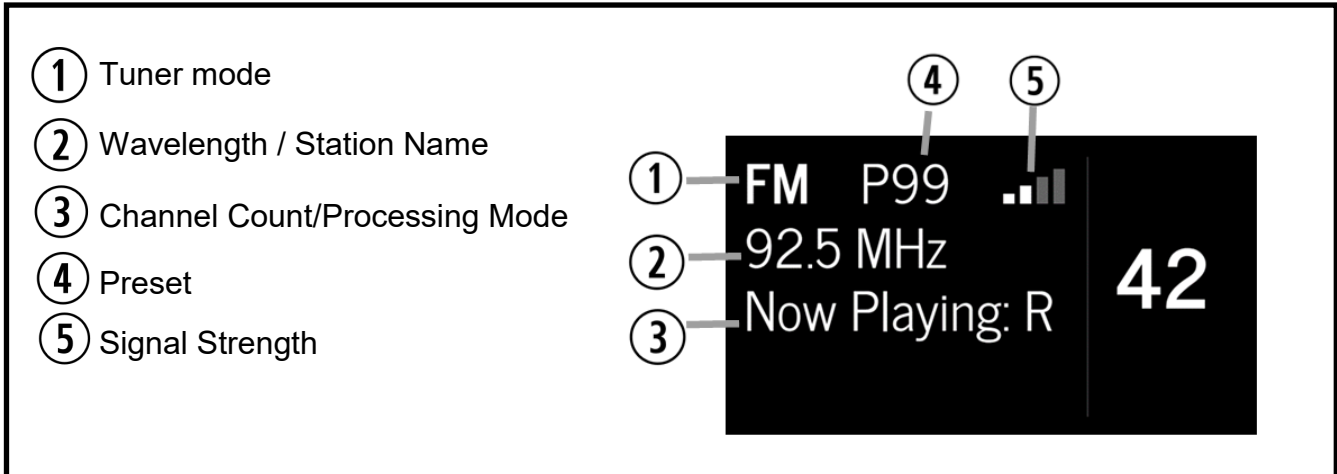
❺ Volume indicator.

The Volume indicator displays the output power level of the receiver.
The volume level ranges from 0 to 99, where 0 is the quietest and 99* is the loudest.

*We do not recommend prolonged operation at high levels.

Please note:
*When listening to object based audio (Dolby Atmos/DTS:X), the channel count may not be displayed.
As object based audio is designed to fill the channels that are available, it does not have a channel count in the same sense that traditional multichannel audio does.*

Radio Tuner

① Tuner mode

② Wavelength / Station Name

③ Channel Count/Processing Mode

④ Preset

⑤ Signal Strength

④ ⑤

① FM   P99   .ıͥ

② 92.5 MHz

③ Now Playing: R   **42**

❶ Tuner Mode

The tuner mode can be either FM (Analogue radio) or DAB (Digital). Pressing the Radio button on the remote control toggles between the two modes.

❷ Wavelength/Station Name

In FM mode, the wavelength is displayed to indicate the tuned station.
In DAB mode, the station name is displayed.

❸ Channel Count/Processing Mode

Unlike in the previous section, the channel count for the radio tuner will always be Digital Stereo. However, you are free to apply a processing mode with the MODE button*.
If you apply a processing mode, this will display in the place of the channel count.

Please Note
* See Page EN-3
❷–**External Digital Sources, for more information on processing modes.**

❹ Preset

If you have saved a radio station as a preset, it will be assigned a preset number from P01 through to P99. When a preset radio station is played, its preset number will be displayed on screen. If the currently playing station has not been saved as a preset, then the number will not be displayed.
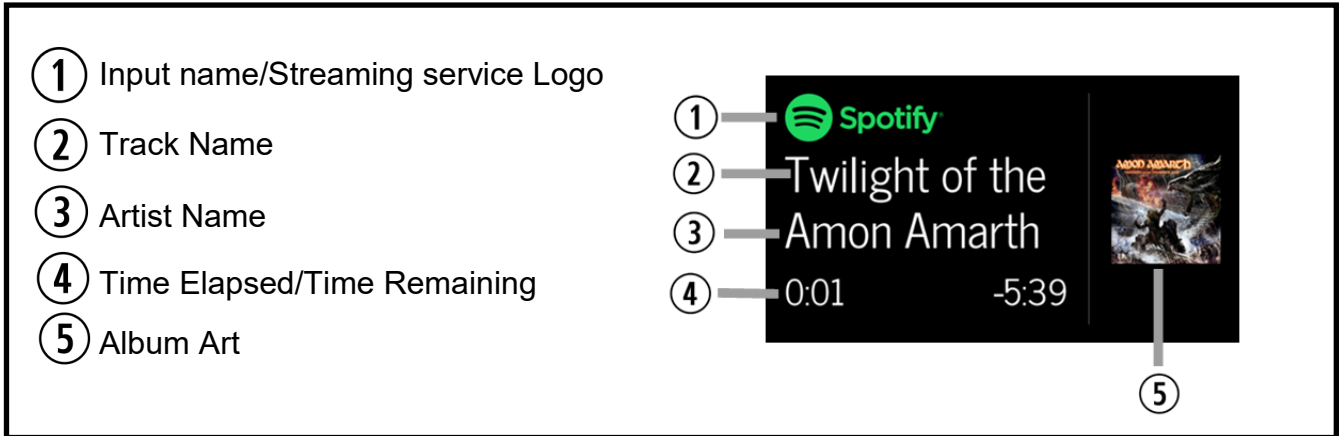
❺ Signal Strength

The signal strength is represented using four bars. When a signal is detected, the grey bars will turn white, with more white bars indicating a better signal strength.
The stronger the signal, the more chance there is of receiving the full complement of stations available in your area, as well as a more stable and higher quality listening experience.
For instance, on analogue radio, the station will sound clearer with minimal background hiss, while DAB stations will play without pops or other unwanted digital noise interrupting the broadcast.

Streaming/Net

① Input name/Streaming service Logo

② Track Name

③ Artist Name

④ Time Elapsed/Time Remaining

⑤ Album Art

❶ Input name/Streaming service Logo

When streaming from a local NAS drive, or from a service that does not broadcast its name, the input will show "NET". Otherwise, the name, or logo of the service will be displayed where available. When streaming MQA content, the MQA logo will be displayed on this line.

❷ Track Name

If a track name is too long to display completely, the partial track name will be displayed, and then will scroll to include the rest of the name.

❸ Artist Name

If the artist name is available in the track metadata it will be displayed in this line. If the artist name is too long to be displayed completely, it will scroll to reveal the full artist name.

❹ Time Elapsed/Time Remaining

The elapses play-time of a track is indicated on the left of the display, counting upwards from 0:00. The time remaining counts down on the right of the display.

> **Please note:** *Not all streaming services and servers communicate the total duration of a track, or in some cases provide any time information. In these instances, some, or all the timer elements will not be displayed.*

❺ Album Art

Where available, the album art will display. When the volume is changed, the album art will be temporarily replaced by the volume indicator. While many services and media servers do support album art, this is not universally available and so there will be instances where no album art is displayed. On these occasions, the volume indicator will be visible instead.