Katz Media Player KMP 2000

Power button

Audio CD
control
buttons

CD-ROM tray

Hand-held
controller port
(P-ADB)

Hand-held
controller port
(P-ADB)

Headphone jack

Power indicator light

Power cord
socket

Serial
printer port

Serial
modem port
(GeoPort
compliant)

VGA monitor
port out

Video selector switch   S-video out   Video out   Audio out   Audio in

Trigger buttons
(under the front)

Primary
action buttons

Directional pad

Trackball

Secondary
action buttons

Safety first

Before you continue, please read these important safety instructions.

> **WARNING** A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a TV screen while playing compact discs (CDs) may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a CD, immediately discontinue use and consult your physician: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions.
>
> It is recommended that you play CDs on the KMP 2000 in a brightly lit room, sitting a reasonable distance from the TV screen. Moreover, you should rest at least 10 minutes an hour during the period you're playing CDs.

For your own safety and that of your equipment, always take the following precautions.

Disconnect the power plug (by pulling the plug, not the cord) if any of the following conditions exists:

- the power cord or plug becomes frayed or otherwise damaged
- you spill something into the case
- your KMP 2000 is exposed to rain or any other excess moisture
- your KMP 2000 has been dropped or the case has been otherwise damaged
- you suspect that the KMP 2000 needs service or repair
- you want to clean the case (use only the cleaning instructions given in Chapter 4)

Be sure that you always do the following:

- Keep your KMP 2000 away from sources of liquids, such as wash basins, bathtubs, shower stalls, and so on.
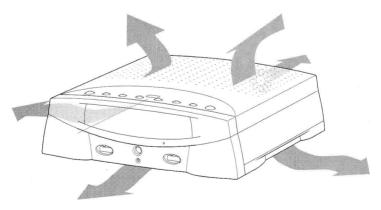- Protect your KMP 2000 from dampness or wet weather, such as rain, snow, and so on.

Special setups

When setting up your KMP 2000, there are two special situations you might want to take note of:

- **You want to use a VGA computer monitor instead of your TV**. As an alternative to connecting the KMP 2000 to your TV, you can connect it to your VGA monitor. For more information, see Appendix A. When you're done, return to this chapter for information on how to attach the hand-held controller and how to turn on the equipment.

- **Your TV doesn't have a video input jack**. If your TV doesn't have a video input jack, you can connect the KMP 2000 to your TV with a RF adaptor, also, you can connect the KMP 2000 to your videocassette recorder (VCR). For more information, see Appendix A. When you're done, return to this chapter for information on how to attach the hand-held controller and how to turn on the equipment.

Choosing a good location for your KMP 2000

You need to put your KMP 2000 in a place where it can have plenty of ventilation.

It is important that you

- don't put the KMP 2000 on top of anything that generates a lot of heat, such as an audio amplifier.
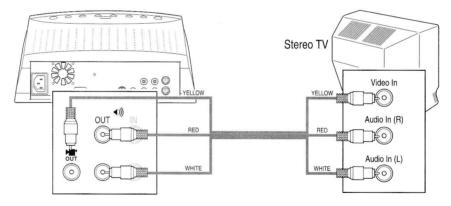
- don't place the KMP 2000 on a soft carpet.
- don't push the KMP 2000 up against the wall.

It is a good idea to place the player on a steady hard surface, such as a table, next to your TV.

Connecting the KMP 2000 to your television

To connect the KMP 2000 to your TV, use the stereo audio/composite video cable and power cord that came in the box.

> **WARNING** Before you connect the KMP 2000 to your TV, make sure that they are both turned off.

Connecting the stereo audio/composite video cable

IMPORTANT If your TV doesn't have a video input jack, you can connect the KMP 2000 to your VCR's video input jack. See Appendix A for more information.

ALTERNATIVE If your TV is fitted with a SCART connector, you may use an AV/scart cable to connect your KMP 2000 to your TV.

IMPORTANT If your TV doesn't have two audio input jacks, see the next section for how to connect the audio cables to your home stereo or stereo VCR.

1 Insert one the of the yellow plugs on the stereo audio/composite video cable into the video jack on the back of the KMP 2000.

2 Insert the other yellow plug into your TV's video input jack.

3 Insert one of the red plugs into the right audio output jack, and one of the white plugs into the left audio output jack of the KMP 2000.

4 Insert the other red plug into the right audio input jack, and the other white plug into the left audio input jack of your TV.
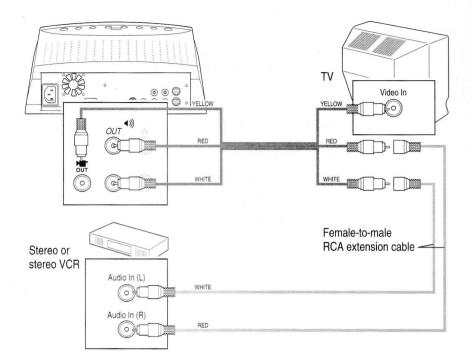
Note that if your TV supports super-video (S-video), you can use an S-video cable instead of the composite video cable portion (yellow plugs) of the stereo audio/composite video cable. If you use an S-video cable, do not use the yellow plugs of the stereo audio/composite video cable. If you do, you'll have poor picture quality. S-video offers superior picture quality.

Congratulations! You have just connected your KMP 2000 to the stereo TV. If you would like to know how to connect the KMP 2000 to your home stereo or stereo VCR, see the next section. If not, you can proceed to the section "Selecting the Appropriate Video Mode."

Connecting the audio cables to your home stereo or stereo VCR

If your TV has only one audio input jack, you can connect the audio cables to your home stereo or stereo VCR, as shown here.
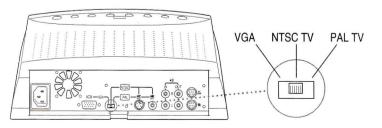
IMPORTANT If you do not have a home stereo or stereo VCR, you can use a stereo-to-mono audio adapter to connect the audio cables to your KMP 2000. You can obtain a stereo-to-mono audio adapter from your local audio and video dealer.

If your stereo (or stereo VCR) is not located close enough to your TV and KMP 2000, you may need an optional female-to-male (socket-to-plug) RCA extension cable. You can purchase extension cables from your local audio and video dealer.

Selecting the appropriate video mode

Your KMP 2000 supports three different video monitors: VGA computer monitors, NTSC TV, and PAL TV. Place the switch to the type of monitor that you are using. For information on how to use your KMP 2000 with a VGA monitor, see Appendix A.
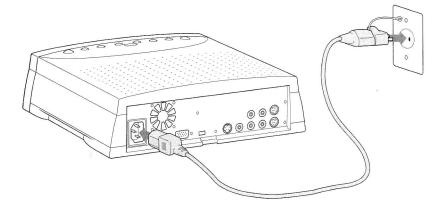
Select PAL TV for European TV sets.

If you connect your KMP 2000 to a VGA computer monitor, select the VGA setting. If you connect the player to an American or Japanese TV, select the NTSC TV setting.
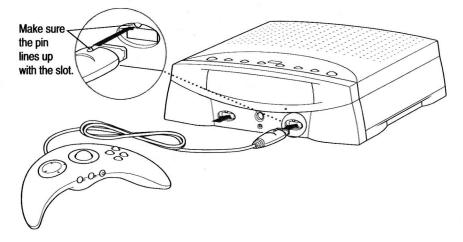
Attaching the power cord

1 **Plug one end of the power cord into the back of the KMP 2000.**

2 **Plug the other end of the power cable into a grounded wall outlet.**

3 **If your power cable comes fitted with a grounded cable, connect the attached wire to the grounded wall outlet.**

IMPORTANT The only way to disconnect power completely is to unplug the power cord. Make sure at least one end of the power cord is within easy reach so that you can unplug the KMP 2000 when you need to.

WARNING This equipment is intended to be electrically grounded. In North America your KMP 2000 is equipped with a grounding plug—a plug that has an attached wire—that should be used only with a grounded AC outlet. This is a safety feature. If you are unable to attach the wire to the outlet because the outlet is not grounded, contact a licensed electrician to replace the outlet with a properly grounded outlet. Do not defeat the purpose of the grounding plug.
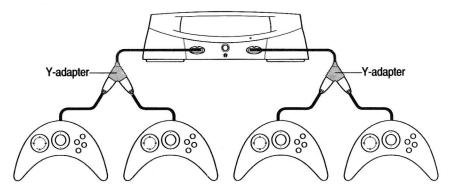
Attaching the hand-held controller

Make sure the pin lines up with the slot.

To connect the hand-held controller:

- Plug the hand-held controller's cable into one of the two controller ports (P-ADB ports) on the front of the KMP 2000.

By using a Y-adapter, you can connect up to four hand-held controllers at once. You can purchase a Y-adapter and additional hand-held controllers at your authorized KMP 2000 dealer.

Y-adapter   Y-adapter

By the way: You can also connect other selective Pippin input devices—like keyboards and joysticks—to the P-ADB ports.

Turning on the equipment

Once you have connected the KMP 2000 to your TV and attached the hand-held controller, you are ready to turn on the equipment.

1 **Turn on your TV (and home stereo and VCR, if they are connected).**

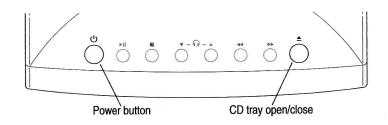**2** **Select the appropriate video setting on your TV to accept the external video input.**

If you are unsure how to set your TV to receive external video input, please see the manual that came with your TV.

If you connected the KMP 2000 to your VCR (and not directly to your TV), select the TV channel you normally use with your VCR.

3 **Select the appropriate audio setting on your home stereo, if that's connected, to accept the external audio input.**

If you are unsure how to set your home stereo to receive external audio input, please see the manual that came with your home stereo.

4 **Turn on your KMP 2000 by pressing the Power button.**

Power button   CD tray open/close

The Power button is at the top left of the KMP 2000. Hold down the button for about one second. When the KMP 2000 is turned on, you'll see a green light on the front of the player.

See the next two chapters to find out how to play Pippin CDs and audio CDs on your KMP 2000.

2 Playing Pippin CDs

Your KMP 2000 and hand-held controller enable you to play Pippin CDs. A Pippin CD is a CD that is specifically designed to play on your KMP 2000 (the content of a Pippin CD is called a Pippin title). A wide selection of Pippin CDs are available for entertainment, education, and business. You can recognize a Pippin CD by its Pippin logo.

This chapter describes how to insert a Pippin CD into the KMP 2000 and how to use the hand-held controller.

Inserting a Pippin CD

To get ready to play a Pippin CD, follow these steps:
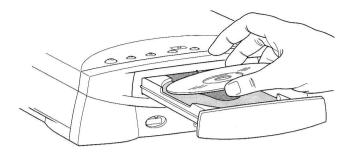
1 **Make sure that the KMP 2000 and your TV are turned on.**

If you connected your home stereo, VCR, or other components to your KMP 2000, make sure that they are turned on.

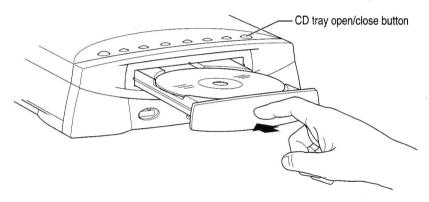**2** **Press the Open/Close button to open the CD tray.**

The Open/Close button is at the top of the KMP 2000.

3 **Place the Pippin CD in the tray, with the disc label facing up.**

Make sure the Pippin CD is lying flat in the tray.

4 **Gently push the tray in, or press the Open/Close button, to close the tray.**
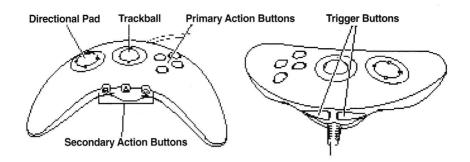

CD tray open/close button

In a few moments, the first image of the Pippin title appears on your TV. For instructions on how to play the title, please refer to the manual that came with the Pippin CD.

The next section describes how to use the hand-held controller to play and navigate through a Pippin CD.

Using the hand-held controller

The hand-held controller is the small, cable-connected control unit you use to play your Pippin titles. On it, you'll find navigation, trigger, and action buttons.

Directional Pad **Trackball** **Primary Action Buttons** **Trigger Buttons**

Secondary Action Buttons

The function of each button is determined by the Pippin title you're playing. In many cases, however, you'll find that the buttons behave similarly from title to title.

Directional pad

Use the directional pad to navigate and position your game character (or other object that you are controlling) to the right, left, up, or down.

Trackball

Use the trackball to navigate and position your game character (or other object that you are controlling) anywhere on the screen. You can use the trackball to move in any direction quickly and easily.

Left and right trigger buttons

Use these buttons to trigger or select an action. The action that you trigger (or select) depends on the type of Pippin title you are playing. For example, for warrior-type games the action may be a jump, kick, or punch.

Primary action buttons

The functions of these buttons vary depending on the type of game you are playing. For more information, please see the manual that came with your Pippin CD.

Secondary action buttons

The functions of these buttons vary depending on the type of Pippin title you are playing. For more information, please see the manual that came with your Pippin CD.

3 Playing Audio CDs

● ● ● ● ● ●

With your KMP 2000, you can play standard audio CDs as found in music and record stores.

This chapter describes how to insert an audio CD and how to play it using the basic audio CD controls.

Inserting an audio CD

To get ready to play an audio CD, follow these steps:

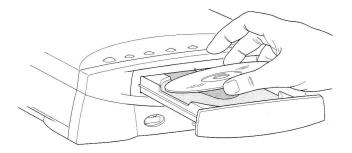**1** **Make sure that the KMP 2000 is turned on.**

If you connected your home stereo, VCR, or other components to your KMP 2000, make sure that they are turned on.

If you are playing an enhanced audio CD, turn on the TV to get the full audio and video experience.

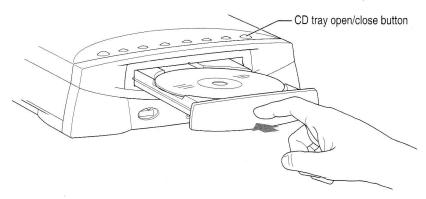**2** **Press the Open/Close button to open the CD tray.**

The Open/Close button is at the top of the KMP 2000.

3 **Place the audio CD in the tray, with the disc label facing up.**

Make sure the audio CD is lying flat in the tray.

4 Gently push the tray in, or press the Open/Close button, to close the tray.
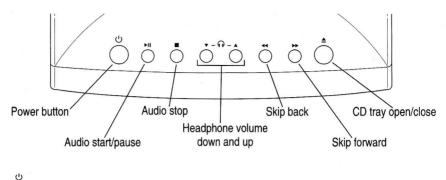
CD tray open/close button

Once the audio CD is inserted, you are ready to use the audio CD controls—located on top of your KMP 2000—to play the audio CD.

Using the basic audio CD controls

The KMP 2000 works like a typical audio CD player. When you place an audio CD in the KMP 2000, the player sets it to begin with track 1.

You use the audio CD controls, located on top of your KMP 2000, to play the audio CD. The audio CD controls buttons are the six buttons located in the middle. The Power and Open/Close buttons are used for all types of CDs.

Power button | Audio stop | Skip back | CD tray open/close
Audio start/pause | Headphone volume down and up | Skip forward

⏻ Power

Turns your Pippin Power Play on and off. Press and hold the button for about a second. When the player is on, you'll see a green indicator light on the front panel.

IMPORTANT The only way to disconnect power completely is to unplug the power cord.

⏸ Start/Pause

Starts or pauses the audio CD. When you first insert an audio CD, press this button to start the audio CD. When the audio CD is playing, you can pause it by pressing this button.

⏹ Stop

Stops play and resets the track to number 1.

⏷ ⏶ Volume Down and Volume Up (headphones)

You can use these buttons to adjust the volume for the headphones attached to the KMP 2000. Press the Volume Down button to decrease the volume and the Volume Up button to increase the volume.

Note that the volume control buttons affect only the sound you hear through your headphones. The volume control buttons do not affect the sound that comes from your TV, VCR, or home stereo (if they are connected).

○ ○ Skip Back/Skip Forward

You can use these buttons to move to the beginning of the previous track or next track.

○ Open/Close (CD tray)

Opens and closes the CD tray.

4 Tips and Troubleshooting

This chapter includes information on how to care for and clean your KMP 2000 and hand-held controller. It also describes solutions to problems you may encounter while using them.

If the suggestions in this chapter don't solve your problem, refer to the service and support information that came with your KMP 2000. It describes where you can obtain technical assistance.

Care and cleaning

Follow these general rules when cleaning the outside of your KMP 2000 and hand-held controller:

- Use a damp, soft, lint-free cloth to clean the KMP 2000's and hand-held controller's exteriors. Avoid getting moisture in any openings.

- Don't use aerosol sprays, solvents, or abrasives.

Cleaning the KMP 2000

WARNING Be sure to keep the vents of the Pippin player free from obstructions.

To clean the case of the KMP 2000, do the following:

1 Turn your TV and KMP 2000 off.

2 Disconnect the power plug of the KMP 2000 from the grounded AC outlet.

3 Wipe the surfaces of the KMP 2000 lightly with a clean, soft cloth dampened with water.
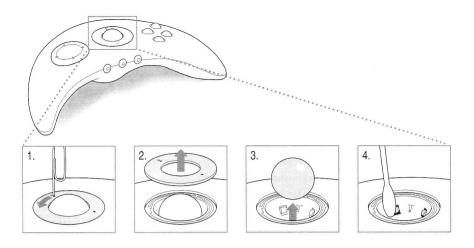
Cleaning the hand-held controller

To clean the case of the hand-held controller, do the following:

1 Disconnect the hand-held controller from your KMP 2000.

2 Wipe the surfaces of the hand-held controller lightly with a clean, soft cloth dampened with water.

To clean the trackball in the hand-held controller, do the following:

IMPORTANT The cleaning of the hand-held controller trackball must be supervised by an adult.

1 Insert a straightened paper clip into one of the holes on the plastic ring. Turn the ring counterclockwise.

2   Turn the hand-held controller upside down with one hand and catch the ring and the ball with your other hand.

3   Clean the small rollers inside the trackball area with a cotton swab moistened with water.

Rotate the rollers to clean all around them.

4   Wipe the trackball with a clean, soft, dry, and lint-free cloth.

If necessary, wash the trackball with warm soapy water (use a mild soap such as a dishwashing liquid) and then dry the trackball thoroughly.

5   Put the ball and the ring back in place.

6   Insert a straightened paper clip into the hole on the plastic ring.

7   Turn the ring clockwise until the triangle on the ring aligns with the triangle outside the ring.

The trackball is now locked back into place and should roll smoothly. If it doesn't, repeat these instructions.

Troubleshooting

> **WARNING** If you have a problem with your KMP 2000 and nothing presented in this manual solves it, consult the service and support information that came with your player for instructions on how to contact an authorized service provider for assistance. If you attempt to repair the KMP 2000 yourself, any damage you may cause to the unit will not be covered by the limited warranty on your KMP 2000. Contact an authorized dealer or service provider for additional information about this or any other warranty question.

Solutions to common problems related to your KMP 2000 are described here. Problems related to the TV are covered in the manuals that came with your TV.

> **WARNING** To reduce the risk of electric shock, do not remove the cover. No parts inside the unit can be serviced by the user. If you have a problem, please contact your authorized service provider.

The KMP 2000's indicator light doesn't come on.

- Make sure that the power cord is plugged in properly.

  If the player power cord is plugged into a wall outlet, make sure the cord is firmly plugged in. Check to see whether power to the outlet has been interrupted. You can test the outlet by plugging in something that you know works—such as a desk lamp or radio. If the test appliance works, but the KMP 2000 doesn't, contact an authorized dealer or service provider.

There's no image on the TV screen and the KMP 2000's power indicator light is on.

- Make sure the TV's power cord is plugged in properly.

  If the TV's power cord is plugged into a wall outlet, make sure the cord is firmly plugged in. Check to see whether power to the outlet has been interrupted.

- Make sure the TV is turned on, and that it is set to accept the appropriate external video input.

- Make sure the video cable is properly attached.

- Make sure the video cable is properly attached.

- Make sure that only one video cable is attached (you can attach a composite video cable or S-video cable, but not both at the same time).

- Make sure that you selected the appropriate video monitor setting (VGA, NTSC, or PAL).

There's no sound when you play an audio CD.

- Make sure the stereo's power cord is plugged in properly.

  If the stereo's power cord is plugged into a wall outlet, make sure the cord is firmly plugged in. Check to see whether power to the outlet has been interrupted.

- Make sure the stereo is turned on, and that it is set to accept the appropriate external audio input.

- If you are using headphones, make sure that they are plugged in properly.

- Make sure the CD is playing. Press the Play/Pause button.

The tray of your KMP 2000 won't open.

- Press the Open/Close button of your KMP 2000.

- Turn off your KMP 2000 with the Power button, wait at least 10 seconds, and then turn it on again. If that doesn't work, turn off your KMP 2000. Locate the small pinhole right below the CD-ROM tray opening. Insert the end of a large straightened paper clip horizontally into the pinhole. Push gently but firmly until the tray is released, then carefully pull the tray open. Do not force the tray open; wait until the paper clip has dislodged it slightly, or you may break the front of the tray.

WARNING Turn off your KMP 2000 before you attempt to open the tray using a paper clip. If you don't, the KMP 2000 may malfunction.

You inserted a CD-ROM disc, but it doesn't show up on the TV screen.

- Make sure the it's a Pippin CD or audio CD.

- Make sure the disc label is facing up and the disc is centered in the tray.

- Make sure the tray is closed all the way.

■ Try restarting your KMP 2000.

The KMP 2000 ejects the CD-ROM disc you're trying to insert.

■ Make sure the disc is flat and centered in the tray and the disc label is facing up.

■ The disc may need to be cleaned. (See "Care and Handling" in Chapter 1.) If there are visible scratches on the shiny side of the disc, you may be able to remove them with a CD polishing kit (available from your audio CD dealer). If the scratches can't be removed, you'll need to replace the disc.

■ The disc may be damaged. Try another disc in your KMP 2000, or try the problematic disc in another player. If the original player reads other discs, or if the problematic disc doesn't work in another player, the disc is probably damaged. You'll need to replace the disc.

The KMP 2000's clock keeps time inaccurately

■ Your KMP 2000 has a clock that runs continuously. When the player is turned off, a battery keeps the clock running. If your clock begins to keep time inaccurately, have an authorized service provider replace the battery. Consult the service and support information that came with your player for instructions on how to contact an authorized service provider. To get more life out of the battery, keep your KMP 2000 plugged in.

The hand-held controller's trackball doesn't work

■ If the trackball doesn't work with one of your Pippin CDs, but it works with others, check the manual that came with the CD. Not all Pippin titles utilize the trackball.

■ If the trackball only works in one direction (up-down or left-right), you may need to clean it. (See the section "Care and Cleaning" in this chapter.)

■ If the trackball doesn't work at all, contact an authorized dealer or service provider for additional information.

Appendix A
Adding Memory and Connecting Other Devices
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If you wish to

- add additional memory to your KMP 2000
- attach a stacking expansion unit to your KMP 2000
- connect your KMP 2000 to your VCR
- connect your KMP 2000 to a VGA computer monitor
- route audio to your KMP 2000

follow the instructions in this appendix.

This appendix also illustrates where you can connect additional equipment—like a printer and modem—to your KMP 2000.
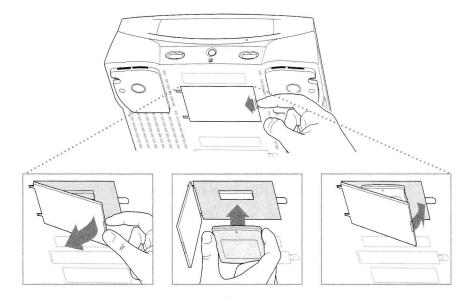
Adding additional memory to your KMP 2000

You can expand your KMP 2000's memory by adding a memory expansion module (X-Mem). The memory expansion module is available in two different configurations: 2 megabytes (MB) of random-access memory (RAM) and 8 MB.

The KMP 2000 has 6 MB, with 4 MB used for playing the titles and music tracks on the CDs. Some Pippin titles may require more than 4 MB to run; if they do, you can add additional memory to your KMP 2000. (The memory requirement of each CD is listed on its cover.)

To add a memory expansion module to your KMP 2000, do the following:

1 Tilt the KMP 2000 so that the bottom is exposed.

2 Depress the latch, then gently swing the panel open.

3 Align the memory expansion module over the memory connector and press the module into place on the connector.
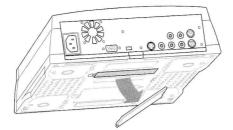
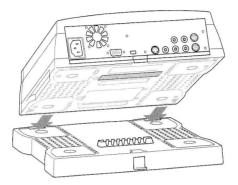**4** Swing the panel back up and snap it into place.

Attaching a stacking expansion unit

The stacking expansion unit is an external device that lets you add functionality to the KMP 2000. One example of a stacking expansion unit is a disk storage device. It allows you to store data on 3 1/2 inch disks (also called *floppy disks*).

To attach a stacking expansion unit to your KMP 2000, follow the procedure shown here.
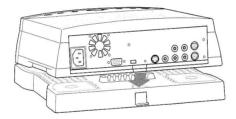
WARNING Turn off the KMP 2000 and disconnect all cables before you attach the expansion unit. If you don't, the KMP 2000 may malfunction.
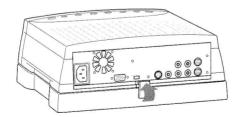
Remove the door that covers the expansion unit connection. Place the door in a safe place. If you later decide to remove the expansion unit, you will need to attach the door again.

Pick up and tilt the front of your Pippin player slightly downward, and place its front "feet" into the matching detail in the expansion unit.

Align the back end of the Pippin player over the back end of the expansion unit. Press the Pippin player down onto the expansion unit, until the player is firmly engaged.
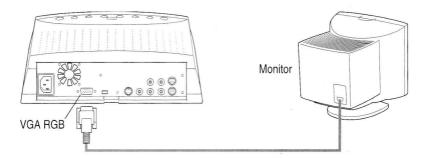
Snap the expansion units latch into place.

When you're done, reconnect the audio and video cables, power cable and controller cable.

Connecting the KMP 2000 to your VGA monitor

As an alternative to using your KMP 2000 with your TV, you can connect it to a VGA computer monitor.

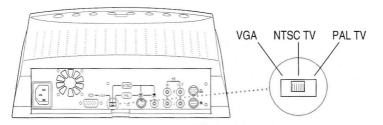**WARNING** Before you connect the KMP 2000 to your VGA monitor, make sure that they are both turned off.

To connect a VGA monitor to your KMP 2000 do the following:

1 Connect the monitor cable to the VGA monitor port ⌸ on the back of your KMP 2000.

2 Tighten the thumbscrews on the connector.

You can prevent bad connections and accidental damage by tightening the thumbscrews.

Selecting the appropriate video mode

Your KMP 2000 supports three different video monitors: VGA computer monitors, NTSC TV sets, and PAL TV sets. Place the switch to the type of monitor that you are using.
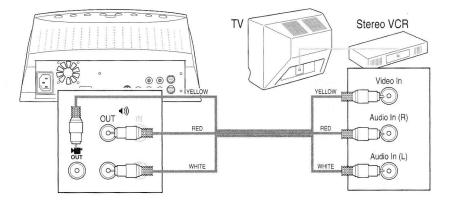
Select VGA for VGA computer monitors.

Once you have connected the KMP 2000 to your VGA monitor, return to Chapter 1 for information on how to connect audio cables to the KMP 2000, attach the hand-held controller, and turn on the KMP 2000.

Connecting the KMP 2000 to your VCR

If your TV doesn't have a video input jack, you can connect the KMP 2000 to your VCR.

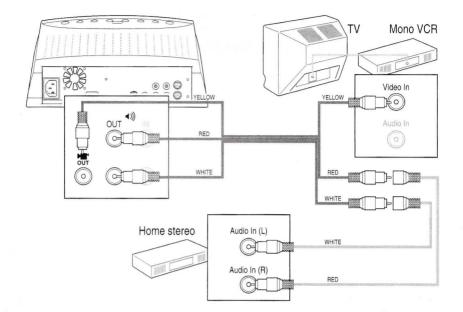> **WARNING** Before you connect the KMP 2000 to your VCR, make sure that they are both turned off.

To connect the KMP 2000 to your VCR, do the following:

1 Insert one of the yellow plugs on the stereo audio/composite video cable into the video jack on the back of the KMP 2000.

2 Insert the other yellow plug into your VCR's video input jack.

3 Insert one of the red plugs into the right audio output jack, and one of the white plugs into the left audio output jack of the KMP 2000.

4 Insert the other red plug into the right audio input jack, and the other white plug into the left audio input jack of your VCR.

Note: If your VCR has a SCART connector, you may use a SCART cable instead of a composite A/V cable.

If your VCR doesn't have stereo sound, you can connect the audio cables to your home stereo, as shown here.
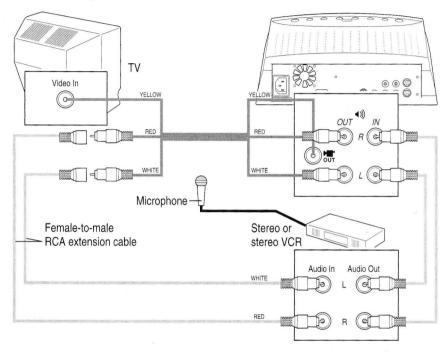

If your stereo is not located close enough to your VCR and KMP 2000, you may need an optional female-to-male (socket-to-plug) RCA extension cable. You can purchase extension cables from your local audio and video dealer.

If you are unsure how to set your home stereo to receive external audio input, please see the manual that came with your home stereo.

Once you have connected the KMP 2000 to the VCR (and perhaps the home stereo), return to Chapter 1 for information on how to attach the hand-held controller and how to turn on the equipment.

Routing sound to the KMP 2000

If you want to have sound going into your KMP 2000 (for example, you want to play a Karaoke CD and sing along), you can connect audio cables from your stereo's audio output jacks to your player's audio input jacks. You can then attach a microphone to your stereo.

You can obtain additional audio cables from your local audio and video dealer.

Connecting a modem and printer

This section illustrates where on your KMP 2000 you can connect a modem and/or printer.

IMPORTANT Only selected printers and modems will work with your KMP 2000. Check your software manual for details.

On the back of your KMP 2000, you'll find a printer port and modem port. The printer port connects your player to a printer, and the modem port connects your player to an external modem.

To connect a printer:

1 **Plug one end of the printer cable into the printer.**

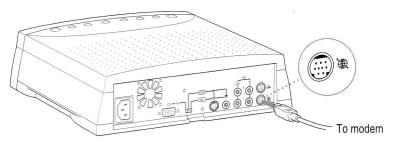**2** **Connect the other end of the cable to the printer port.**

To printer

By the way: You can also connect other devices—like certain cameras and scanners—to the printer port.

To connect a modem:

■ Connect the modem cable to the modem port.

To modem

By the way: The modem port is GeoPort™ compliant.

Appendix B
Technical Information
• • • • • •

Central processing unit (CPU)

- 66 MHz PowerPC 603 RISC microprocessor
- 64-bit internal superscalar architecture, 3 instructions per clock cycle
- 32-bit external superscalar architecture
- 8 kB data and 8 kB instruction caches
- IEEE standard single and double precision floating-point unit (FPU)
- Performance ratings:

  SPECint92 rating is 60

  SPECfp92 rating is 70

Compact disc read-only memory (CD-ROM) drive

- Octuple speed   1200 KB
- Random access time (typical)   < 150 ms
- Random seek time   < 167.5 ms
- Burst rate   13.3 MB/sec
- Cache   256 KB on-board

CD-ROM modes supported

- Pippin CD
- Audio CD

Laser

- Type: semiconductor GaAlAs laser
- Wavelength: 790 ± 25 nanometers
- Output power: 0.14 milliwatts
- Beam divergence: 53.5 ± 1.5°

Weight

- KMP 2000: 3.25 kg (7.15 lb.)
- Hand-held controller: 198 g (7.0 oz)

Dimensions

- KMP 2000

  265 mm wide x 271 mm deep x 90 mm high (10.4 in. x 10.7 in. x 3.5 in.)
- Hand-held controller

  160 mm wide x 103 mm deep x 54 mm high (6.3 in. x 4.0 in. x 2.1 in.)

  Cable length: 250 mm (9.5 in.)

Input ports

- Two 10-pin Pippin/Apple Desktop Bus (P-ADB) ports
- Audio: left and right stereo 16-bit 44-kHz sampled input
- Serial: two standard serial ports, one of which is GeoPort compliant

Output ports

- Video: composite video output and S-video output, NTSC or PAL selectable
- VGA monitor port
- Audio: left and right stereo 16-bit 44-kHz sampled output
- Headphone: mini-stereo jack

Expansion ports

- Memory expansion port: 68-pin connector for external memory expansion module (X-Mem)
- Expansion port: 120-pin edge connector for (X-PCI) stacking expansion unit

Status light

- Green (steady): the KMP 2000 is on and in use

Status light

- Green (steady): the KMP 2000 is on and in use
- Green (flashing): the KMP 2000 is not working correctly

Temperature

Celsius (C) and Fahrenheit (F)

- Operating temperature   5° C - 40° C (41° F - 104° F)
- Storage temperature   -40° C - 65° C (-40° F - 149° F)

Humidity

- Operating   8% to 90% noncondensing
- Storage   5% to 95% noncondensing

Power requirements

- 100-240 V
- 50/60 Hz
- max. 0.5 Amp