CASSETTE/TAPE/CANNOT/BE/INSERTED/OR/PLAYED

INSPECTION PROCEDURE

- 1 CHECK FOR ANY FOREIGN OBJECT
- (a) Check for any foreign objects.
 - (1) Check[that[nof]oreign[bjects[pr[defects[are[detected[in[the[assette[tape[player[bf[the[]adior]eceiver[assembly.]

OK:[No[foreign[objects[or[defects[are[detected.

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REMOVE FOREIGN OBJECT

OK

2 | CHECK CASSETTE TAPE

- (a) Check the cassette tape.
 - (1) Check[that[the]cassette]tape[is]a[hormal[tape]to]which[music]or[voice[is]tecorded.

OK: Proper cassette tape to which music or voice is recorded.

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CASSETTE[TAPE]|S[FAULTY

OK

- 3 | REPLACE CASSETTE TAPE WITH ANOTHER AND RECHECK
- (a) Replace the cassette ape with another one and recheck.
 - (1) Replace the cassette ape with another normal one to see the cassette ape with another normal one to see the cassette ape with another normal one to see the case the case

OK: The function returns to be normal.

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REPLACE RADIO RECEIVER ASSY (SEE PAGE 67-5)

OK

CASSETTE TAPE IS FAULTY