

CD

Compact disc

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The compact disc (CD) is a digital optical disc data storage format co-developed by Philips and Sony to store and play digital audio recordings. It employs the Compact Disc Digital Audio (CD-DA) standard and is capable of holding of uncompressed stereo audio. First released in Japan in October 1982, the CD was the second optical disc format to reach the market, following the larger LaserDisc (LD). In later years, the technology was adapted for computer data storage as CD-ROM and subsequently expanded into various writable and multimedia formats. As of 2007, over 200 billion CDs (including audio CDs, CD-ROMs, and CD-Rs) had been sold worldwide.

Standard CDs have a diameter of 120 millimetres (4.7 inches) and typically hold up to 74 minutes of audio or approximately 650 MiB (681,574,400 bytes) of data. This was later regularly extended to 80 minutes or 700 MiB (734,003,200 bytes) by reducing the spacing between data tracks, with some discs unofficially reaching up to 99 minutes or 870 MiB (912,261,120 bytes) which falls outside established specifications. Smaller variants, such as the Mini CD, range from 60 to 80 millimetres (2.4 to 3.1 in) in diameter and have been used for CD singles or distributing device drivers and software.

The CD gained widespread popularity in the late 1980s and early 1990s. By 1991, it had surpassed the phonograph record and the cassette tape in sales in the United States, becoming the dominant physical audio format. By 2000, CDs accounted for 92.3% of the U.S. music market share. The CD is widely regarded as the final dominant format of the album era, before the rise of MP3, digital downloads, and streaming platforms in the mid-2000s led to its decline.

Beyond audio playback, the compact disc was adapted for general-purpose data storage under the CD-ROM format, which initially offered more capacity than contemporary personal computer hard disk drives. Additional derived formats include write-once discs (CD-R), rewritable media (CD-RW), and multimedia applications such as Video CD (VCD), Super Video CD (SVCD), Photo CD, Picture CD, Compact Disc Interactive (CD-i), Enhanced Music CD, and Super Audio CD (SACD), the latter of which can include a standard CD-DA layer for backward compatibility.

.cd

Except for reserved names like .com.cd, .net.cd, .org.cd, and others, anyone in the world is allowed to register a .cd domain, regardless if they have registered

.cd is the Internet country code top-level domain (ccTLD) for the Democratic Republic of the Congo. It was created in 1997 as a replacement for the .zr (Zaire) ccTLD, which was phased out and eventually deleted in 2001.

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Until 2011, the registry was managed by nic.cd. It was then delegated to the Société Congolaise des Postes et Télécommunications (SCPT).

CD-ROM

A CD-ROM (/ˈsiːdiːrəm/, compact disc read-only memory) is a type of read-only memory consisting of a pre-pressed optical compact disc that contains data

A CD-ROM (, compact disc read-only memory) is a type of read-only memory consisting of a pre-pressed optical compact disc that contains data computers can read, but not write or erase. Some CDs, called enhanced CDs, hold both computer data and audio with the latter capable of being played on a CD player, while data (such as software or digital video) is only usable on a computer (such as ISO 9660 format PC CD-ROMs).

During the 1990s and early 2000s, CD-ROMs were popularly used to distribute software and data for computers and fifth generation video game consoles. DVDs as well as downloading started to replace CD-ROMs in these roles starting in the early 2000s, and the use of CD-ROMs for commercial software is now rare.

Enhanced CD

both CD-Audio and CD-ROM players. Formats that fall under the enhanced CD category include mixed mode CD (Yellow Book CD-ROM/Red Book CD-DA), CD-i, CD-i

Enhanced CD is a certification mark of the Recording Industry Association of America for various technologies that combine audio and computer data for use in both CD-Audio and CD-ROM players.

Formats that fall under the enhanced CD category include mixed mode CD (Yellow Book CD-ROM/Red Book CD-DA), CD-i, CD-i Ready, and CD-Extra/CD-Plus (Blue Book, also called simply Enhanced Music CD or E-CD).

Candela

The candela (symbol: cd) is the unit of luminous intensity in the International System of Units (SI). It measures luminous power per unit solid angle emitted

The candela (symbol: cd) is the unit of luminous intensity in the International System of Units (SI). It measures luminous power per unit solid angle emitted by a light source in a particular direction. Luminous intensity is analogous to radiant intensity, but instead of simply adding up the contributions of every wavelength of light in the source's spectrum, the contribution of each wavelength is weighted by the luminous efficiency function, the model of the sensitivity of the human eye to different wavelengths, standardized by the CIE and ISO. A common wax candle emits light with a luminous intensity of roughly one candela. If emission in some directions is blocked by an opaque barrier, the emission would still be approximately one candela in the directions that are not obscured.

The word candela is Latin for candle. The old name "candle" is still sometimes used, as in foot-candle and the modern definition of candlepower.

CD (disambiguation)

Look up CD, Cd, cD, or cd in Wiktionary, the free dictionary. Look up .cd or C.D. in Wiktionary, the free dictionary. A CD or compact disc is a thin plastic

A CD or compact disc is a thin plastic silvery disc for audio recordings.

CD or cd may also refer to:

CD Projekt

CD Projekt S.A. (Polish: [ʧɛˈsʲɛdʲ ʔprɔˈjɛkt]) is a Polish video game company based in Warsaw, founded in May 1994 by Marcin Iwiński and Michał Kiciński

CD Projekt S.A. (Polish: [ʧɛˈsʲɛdʲ ʔprɔˈjɛkt]) is a Polish video game company based in Warsaw, founded in May 1994 by Marcin Iwiński and Michał Kiciński. Iwiński and Kiciński were video game retailers before they founded the company, which initially acted as a distributor of foreign video games for the domestic market. The department responsible for developing original games, CD Projekt Red, best known for The Witcher series and Cyberpunk 2077, was formed in 2002. In 2008, CD Projekt launched the digital distribution service Good Old Games, now known as GOG.com.

The company began by translating major video game releases into Polish, collaborating with Interplay Entertainment for two Baldur's Gate games. CD Projekt was working on the PC version of Baldur's Gate: Dark Alliance when Interplay experienced financial difficulties. The game was cancelled and the company decided to reuse the code for their own video game. It became The Witcher, a 2007 video game based on the works of novelist Andrzej Sapkowski.

After the release of The Witcher, CD Projekt worked on a console port called The Witcher: White Wolf; however, development issues and increasing costs almost led the company to the brink of bankruptcy. CD Projekt later released The Witcher 2: Assassins of Kings in 2011 and The Witcher 3: Wild Hunt in 2015, with the latter winning various Game of the Year awards. In 2020, the company released Cyberpunk 2077, a role-playing game based on the Cyberpunk 2020 tabletop game system for which it opened a new division in Wrocław.

A video game distribution service, GOG.com, was established by CD Projekt in 2008 to help players find old games. Its mission is to offer games free of digital rights management (DRM) to players and its service was expanded in 2012 to cover new AAA and independent games.

In 2009, CD Projekt's then-parent company, CDP Investment, announced its plans to merge with Optimus S.A. in a deal intended to reorganise CD Projekt as a publicly traded company. The merger was closed in December 2010 with Optimus as the legal surviving entity; Optimus became the current incarnation of CD Projekt S.A. in July 2011. By September 2017, it was the largest publicly traded video game company in Poland, worth about US\$2.3 billion, and by May 2020, had reached a valuation of US\$8.1 billion, making it the largest video game company in Europe. In March 2018, the company joined WIG20, an index of the 20 largest companies on the Warsaw Stock Exchange. The company is also listed in the Frankfurt Stock Exchange.

Sonic CD

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Sonic the Hedgehog CD is a 1993 platform game developed and published by Sega for the Sega CD. As Sonic the Hedgehog, the player attempts to protect an extraterrestrial body, Little Planet, from Doctor Robotnik. Like other Sonic games, Sonic runs through themed levels while collecting rings and defeating robots. Sonic CD introduces time travel as a game mechanic. By traveling through time, players can access different versions of stages, featuring alternative layouts, music, and graphics. Sonic CD features the debuts of the characters Amy Rose and Metal Sonic.

Sonic CD began as a port of the Sega Genesis game Sonic the Hedgehog (1991), but developed into a separate project. Led by Sonic's co-creator Naoto Ohshima, the developers sought to showcase the technical capabilities of the Sega CD, with animated cutscenes by Studio Junio and CD-quality music. The soundtrack, influenced by house and techno, was composed by Naofumi Hataya and Masafumi Ogata. For North America, a new soundtrack was composed by Spencer Nilsen, David Young and Mark Crew.

Sonic CD was released in late 1993. It received acclaim and is often regarded as one of the best Sonic platform games. Reviewers praised its size, music, and time travel feature, although some felt it did not fully use the Sega CD's capabilities. It sold over 1.5 million copies, making it the bestselling Sega CD game. Sonic CD was ported to Windows as part of the Sega PC label in 1996, and to the PlayStation 2 and GameCube as part of Sonic Gems Collection in 2005. A remake, developed by Christian Whitehead using the Retro Engine, was released for various platforms in 2011 and as part of the Sonic Origins compilation in 2022.

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The Sega CD, known as Mega-CD in most regions outside North America and Brazil, is a CD-ROM accessory and format for the Sega Genesis produced by Sega as part of the fourth generation of video game consoles. Originally released in Japan on December 12, 1991, it came to North America on October 15, 1992, and the rest of the world in 1993. The Sega CD plays CD-based games and adds hardware functionality such as a faster CPU and a custom graphics chip for enhanced sprite scaling and rotation. It can also play audio CDs and CD+G discs.

Sega sought to match the capabilities of the competing PC Engine CD-ROM² System, and partnered with JVC to design the Sega CD. Sega refused to consult with their American division until the project was complete, fearful of leaks. The Sega CD was redesigned several times by Sega and was also licensed to third parties, including Pioneer and Aiwa who released home audio products with Sega CD gaming capability. The main benefit of CD technology at the time was greater storage; CDs offered approximately 160 times more space than Genesis/Mega Drive cartridges. This benefit manifested as full-motion video (FMV) games such as the controversial Night Trap.

The Sega CD game library features acclaimed games such as Sonic CD, Lunar: The Silver Star, Lunar: Eternal Blue, Popful Mail, and Snatcher, but also many Genesis ports and poorly received FMV games. Only 2.24 million Sega CD units were sold, after which Sega discontinued it to focus on the Sega Saturn. Retrospective reception has been mixed, with praise for some games and functions, but criticism for its lack of deep games and its high price. Sega's poor support for the Sega CD has been criticized as the beginning of the devaluation of its brand.

CD player

audiobooks. CD players may be part of home stereo systems, car audio systems, personal computers, or portable CD players such as CD boomboxes. Most CD players

A CD player is an electronic device that plays audio compact discs, which are a digital optical disc data storage format. CD players were first sold to consumers in 1982. CDs typically contain recordings of audio material such as music or audiobooks. CD players may be part of home stereo systems, car audio systems, personal computers, or portable CD players such as CD boomboxes. Most CD players produce an output signal via a headphone jack or RCA jacks. To use a CD player in a home stereo system, the user connects an RCA cable from the RCA jacks to a hi-fi (or other amplifier) and loudspeakers for listening to music. To listen to music using a CD player with a headphone output jack, the user plugs headphones or earphones into the headphone jack.

Modern units can play audio formats other than the original CD PCM audio coding, such as MP3, AAC and WMA. DJs playing dance music at clubs often use specialized players with an adjustable playback speed to alter the pitch and tempo of the music. Audio engineers using CD players to play music for an event through a sound reinforcement system use professional audio-grade CD players. CD playback functionality is also available on CD-ROM/DVD-ROM drive-equipped computers as well as on DVD players and most optical disc-based home video game consoles.

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