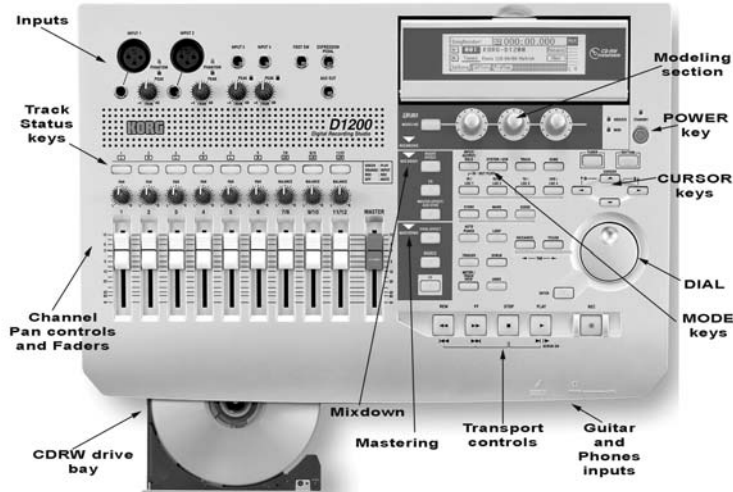


EasyStart

D1200 Digital Recording Studio

KORG



D1200 Main Features

- No audio compression – 16/24-bit recording available
- 16 channel, 4 bus digital mixer
- 12 track recorder, with 96 virtual tracks
- 4-track simultaneous recording
- Hi, Lo and adjustable Mid frequency EQ for every channel
- New Modeling mode provides accurate Guitar and Bass effect and amp simulations, plus Mic models – all instant top panel accessible and programmable
- Up to 11 simultaneous effects per song: 8 Inserts, 2 Masters and a Final effect.
- 100 Scenes, 100 Mark points, 4 Locate points per song
- Pro-level editing of song and track data including copy, insert, normalize, exp/compression, 99 levels of UNDO and much more!
- Built-in auto chromatic tuner, metronome and hundreds of PCM rhythm patterns
- Internal 40 GB hard disk w/ 2GB USB partition
- USB computer connection for backup and/or WAV file transfer
- Internal CDRW1x8 CD burner for backup and mastering

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A quick overview of D1200 modes, functions and operations

MODELING - This mode allows you to quickly select and edit REMS guitar, bass, and mic modeling effects for recording. By pressing the **[MODELING]** key, using the **CURSOR** keys to select a Model type (Guitar, Bass or Mic), then pressing **[ENTER]**, Tracks 1 & 2 are automatically set to record status. Now the three realtime control knobs below the display can be used to select and adjust the model settings, such as distortion type, tone, cabinet or mic type. Pressing the **[ENTER]** or **[YES/OK]** keys allow you to select additional edit parameters. And the last edits made in modeling mode are preserved when the power is turned off.

INSERT EFFECT - In this mode you can set Insert effect assignments on input or on track playback, and assign the effect type. Up to eight Insert effects can be used in a song. Press the **[INSERT EFFECT]** key and select whether the effect will be assigned on Input or Playback. Then select the Effect Type, and use the **[<-TAB->]** keys to select and work with each Insert effect. Effect parameters are accessed by highlighting the effect name button with the **CURSOR / [ENTER]** keys, and then selecting any of the effect icons in the display. There are 106 effects types, and 128 preset / 128 user Insert effect programs available.

EQ - In this mode you can change the EQ setting for each of the D1200's tracks. The EQ type is 3-band: Lo, Mid and Hi with a center mid frequency control. EQ settings are accessed via the **[EQ]** key, and the EQ track group tabs at the bottom of the display. Settings can be made by selecting any EQ "knob" icon in the display, and then using the **DIAL** to make changes. The upper-left of the display will indicate which EQ parameter you are adjusting.

MASTER EFFECT/AUX - Press the **[MASTER EFFECT/AUX SEND]** key to select an effect for both Master effect 1 and 2 from one of 32 preset / 32 user available Master effects. Return level and Balance can also be set on this page. Effects can be edited by selecting the effect name button with the **CURSOR / [ENTER]** keys. By using the **[<-TAB->]** keys to access the "EffSnd1" and "EffSnd2" tabs, you can set individual send levels for each of the 12 tracks. You can also access the external Aux send ("AuxSend" tab) function in this mode.

FINAL EFFECT - In this mode you can select dynamic-type mastering effects that will be applied to the overall mix of the song. There are 32 preset / 32 user final effects to choose from, such as compression, multi-band limiting and EQ for adding finishing touches to the completed song. Press the **[FINAL EFFECT]** key and select the desired effect with the **DIAL**. In all three Effect modes, you can select the "Bypass" button as the song plays, to "toggle" between dry and effect-applied mixes.

BOUNCE - Pressing the **[BOUNCE]** key accesses the Recording mode ("Input" or "Bounce"). By setting the Recording mode to "Bounce" in the "RecMode" tab, you can bounce up to 12 tracks to 2 of the 96 "Virtual tracks" or bounce 10 playback tracks along with 2 live inputs to 2 tracks. Bounce target tracks are set by first selecting Virtual tracks, and then setting destination track status to RECORD. Select the "Bounce" tab to choose either 10Tr+2In->2Tr or 12Tr->2Tr, and select the Virtual tracks desired for bouncing.

CD - When the optional **CDRW1x8** burner, is installed you will be able to backup your song and user effect data, listen to and record from audio CD's, and burn a CD-R/RW of your final mix. On the "prepare" tab screen you can select destination tracks for mixdown. You can monitor the level of the mix to make sure there is no clipping by using the "TrackMonitor" function and view the signals level while playing back the audio. The "**DiscAtOnce**" feature allows you to burn and finalize a multi-song CD in one operation, and in addition you can create a CD of live performance, insert Marks where needed, and DiscAtOnce will allow cueing of the new CD tracks. (See page 93 of the D1200 manual for details) Under the "CDR/RW" tab you can playback and record from an audio CD (*Note: Obey copyright rules ☺*).

INPUT/OUTPUT/SOLO - This mode allows you to "virtually-patch" the analog and S/PDIFdigital inputs of the D1200 to different tracks, apply EQ to specific input sources, and use the Sub In function. You can also assign built-in rhythm patterns or CD as input for recording. Under the "Solo" and "Monitor" tabs you can isolate and listen to specific tracks, effect send 1 and 2 levels, aux level and return levels for the Master effects, by pressing the track button(s) you wish to listen to. This routes the isolated source to the Monitor L/R outs or MASTER L/R and HEADPHONE outs. By accessing the "Monitor" tab and then selecting the "Level" button with the **CURSOR / [ENTER]** keys, you can create a mix that is different from the mix routed to the Master outs, to be sent to the Cue outputs.

SYSTEM/USB - In this mode you can configure the D1200 settings for the foot switch and expression pedal inputs, MIDI, sync and MMC settings, data backup and restore functions, and Disk utilities such as formatting the internal **40GB hard drive**. Also included is access to **USB mode** for connection and data transfer / backup with an external computer.

TRACK - In this mode you can access the Virtual Tracks settings, perform track-editing functions (copy, reverse, normalize, etc.) and also import and export single or multiple track audio data in WAV format.

SONG - In song mode you can select songs, copy, move, delete and protect songs and arrange songs in a play list to automatically play them in any order.

STORE IN/LOC1, OUT/LOC2, TO/LOC3, END/LOC4 - These keys are used to set specific regions for editing, "AUTO PUNCH" recording and "LOOP" recording functions. They are also used to assign up to four locate points per song. You can set IN, OUT, TO and END points and Locate points by first pressing the **[STORE]** key at the desired point in time, and then the appropriate **[IN/LOC]** etc. key, while playback is on or off.

MARK & SCENE - The D1200 allows you to store up to 100 Marks and 100 Scenes. You can easily store and move to specific Marks in a song, such as verse, chorus, etc. Marks are also used for setting index points when burning CDs with the "DiscAtOnce" function. Mixer settings such as volume, pan, EQ and effect settings can be stored as multiple Scenes in a song, and recalled automatically during playback. Marks and Scenes can also be named. You can set Marks and Scenes by first pressing the **[STORE]** key at the desired point in time, and then the **[MARK]** or **[SCENE]** key, while playback is on or off.

AUTO PUNCH & LOOP - Auto Punch mode is used to automatically punch in/out at desired locations that have been set with the **[STORE IN/LOC1, OUT/LOC 2]** keys. You can also set a PreRoll and PostRoll time in measures or seconds. The **LOOP** function allows you to loop a specific region of audio, by using the **[STORE IN/LOC1, OUT/LOC 2]** keys to set loop points.

TRIGGER - You can set the D1200 to automatically start recording when an incoming audio signal is detected. This is done by setting the Threshold and Pre-Trigger Time. Both this function and Auto-Punch are great features for "hands-free" operation when recording by yourself.

SCRUB - When playback is stopped and this key is pressed, you can view track waveform data (by selecting the "►" button next to "1Tr"), and using the "ZOOM" buttons (◀ ▶, etc.) to resize the waveform. Once you've selected a track, you can use the **DIAL** to scrub the audio. Pressing the **[FF]** key while in the scrub mode will play the audio back at half speed, one octave lower than the original pitch – a great feature for learning intricate solo parts from pre-recorded track data.

METER/TRACK VIEW - This mode enables you to view track, effect send, and Monitor / Master output levels. You can select two different types of meter view: Pre-Fader (before the fader) and Post-Fader (after the fader), and three types of track views, which enable you to see which tracks contain recorded audio. To change the display mode, select the "►" button at the top left-hand side of the display, and press the **[ENTER]** key.

UNDO - This function allows you to go back and UNDO/REDO any previous recording or editing procedure in the current song. The D1200 lets you set the desired number of undo levels: 99, 8 or 1 level. Note: A setting of "8" or "1" UNDO levels allows you to conserve hard disk space.

TUNER - Here you can tune an instrument connected to the **INPUT 1/GUITAR** jack, with the built-in auto-chromatic tuner. Calibration can also be set by using the **DIAL**.

RHYTHM - Here you can set song tempo, create a tempo map, record your own tempo track, set time signature and select rhythm patterns from any of the 96 metronome and 215 PCM-based drum patterns. To access and listen to the patterns, press the **RHYTHM** key and use the **CURSOR** keys to select "Rhythm:Off", and then press **[ENTER]**. Use the **DIAL** to scroll through different patterns or view the pattern list, accessed by selecting the "►" button next to Rhythm and pressing **[ENTER]**.

Navigating the D1200 Display

- To select the display “tabs” in each mode, use the [**<-TAB->**] keys or repeatedly press a mode key: [**INPUT/OUTPUT/SOLO**], [**INSERT EFFECT**] etc. The [**<-TAB->**] keys also function as [**NO/CANCEL**] and [**YES/OK**] keys.
- To move to different locations in the display, use any of the four **CURSOR** keys. To confirm a highlighted selection in the display, press the [**ENTER**] key. To change a highlighted value, rotate the **DIAL**.

The Transport keys

[●] = RECORD [▶] = PLAY [■] = STOP [◀◀] = REWIND [▶▶] = FAST FORWARD

Getting Started: Listening to the demo songs

1. After connecting the AC power cable and external powered monitors to the rear panel **MONITOR L/R** outputs, press the [**ON**] key (red) on the top panel. (You can also connect headphones to the front panel **PHONE** jack)
2. Make sure that the “**SelSong**” tab is selected in the display. If not, use the [**<-TAB->**] keys to move to this tab → Use the **DIAL** to select song “001” or “002”, and press the [**▶**] **PLAY** key to begin song playback → When finished listening, press the [**■**] **STOP** key.

Guitarists: Try out the new Modeling Mode with one of the demo songs

1. Select Demo Song “002 Play The Blues”. Using the [**<-TAB->**] keys, select the “EditSong” tab and use the **DIAL** to select “ProtectSong”. **CURSOR** down to “Exec.” and press [**ENTER**] to turn protect **OFF** (the lock” icon will disappear).



This demo song has lead guitar recorded on tracks 1 and 2, and you'll be recording on these same tracks, however by selecting Virtual tracks you won't lose the original recorded data.

2. Connect your guitar to the **GUITAR IN** jack on the front panel.
3. Press the [**TRACK**] key and select the “Vtr1-6” tab using the [**<-TAB->**] keys → Highlight track **1a** and use the **DIAL** to select **1b** (an open virtual track) → **CURSOR** right and in the same way, set track **2a** to **2b**.
4. Press the [**MODELING**] key, and use the **CURSOR** to highlight **Guitar**, then press [**ENTER**]. When you do this, the **Input routing** and **Effect assignments** are automatically set, as well as the **Record status** for **both tracks!**
5. Now use the three realtime knobs below the display to select **DRIVE** (Knob1 / type of distortion), **TONE** (Knob 2 / preamp tone), and **CABINET** (Knob3) settings. Set the **Track 1** and **2 faders** to “0” and adjust the **INPUT 1 [TRIM]** knob for **maximum** input gain before the “PEAK” light indicates clipping (red). Set the **MASTER fader** to “0”.
6. Playback and rehearse your solo before recording: Press the [**INPUT/OUTPUT/SOLO**] key → Using the [**<-TAB->**] keys, select the “Monitor” tab → Select **Autoln** with the **CURSOR** and press [**ENTER**] to disable Autoln → Reset the song to the beginning: press and hold [**■**] and then press [**◀◀**] **once**.

Now to record a blues guitar solo:

7. Press the **REC [●]** key to enter standby record mode, and then press the **PLAY [▶]** key, and begin recording → when finished, press the **STOP [■]** key and reset the song to the beginning → Play-enable tracks **1** and **2** by pressing the **track status** keys until they light **green** → Press [▶] to playback the song, and press [■] to stop playback.



If you want to keep the demo song intact, copy the song to a new song location, using the “CopySong” function in Song mode – “EditSong” tab, or make a backup of the factory demo data to CD or via USB connection. Then keep the original demo song Protected.

Creating a new song and recording with any instrument or microphone

1. Select the “**New**” button in the display using the **CURSOR** and **[ENTER]** keys → select the “**Song Type**” as “**16Bit/12Track**” and the “**Mixer Set**” as “**New**” → press “**OK**”. The display will indicate “**NEW SONG**” in the next available empty song location.



You can rename your song by selecting the “Rename” button in the display.

Assigning inputs and recording

2. Press the **[INPUT/OUTPUT/SOLO]** key.
3. Connect your audio source (mic, keyboard L/R outputs, etc.) to the analog inputs on the top of the D1200. If you are connecting a guitar to the D1200 directly, use the **GUITAR IN** jack on the front panel.
4. Use the **CURSOR** keys to move to the track to be recorded, highlighting the display “icon” that looks like a phone jack → Use the **DIAL** to set the input (Note: if using the **GUITAR IN** jack, you will need to dial-in “1” as the input source for the desired record track, or simply use track 1, default assigned to input 1, as the record track for guitar).
5. Press the **[TRACK SELECT]** keys for each of the tracks that you assigned in the previous step, so that the green LED changes to orange.
6. Press the **[METER/ TRACK VIEW]** key, then select the “▶” popup button in the upper left of the display using the **CURSOR** and **[ENTER]** keys → Select “PreFdr” from the list and then press the **[YES/OK]** key → Now you can play your audio sources and adjust the levels so that they do not clip (“CLP” line in display).
7. To enable recording on those tracks, press the **[TRACK SELECT]** keys one more time to change the LED from orange to red, and press [●] to put the D1200 in record standby mode.
8. To start recording, press [▶]. To stop recording, press [■].

Listening to the recorded tracks

9. To return to the beginning of the song, press and hold [■] and then press [◀] once.
10. Press to set each of the track status keys to **green** for each track you want to listen to, by pressing them **twice**.
11. Press [▶] and set your levels with the **track faders** and **master fader**.

Working with EQ on playback

1. Press the **[EQ]** key, and use the **[<-TAB->]** keys to move to the desired group of tracks to EQ.
2. Use the **CURSOR** keys and **DIAL** to select the “knob” in the display, and edit the value for the EQ parameter for a specific track. The upper left hand side of the display will show the parameter and track you will be working with.

Using the Insert Effects

1. Press the **[INSERT EFFECT]** key → Select the “InsAss” tab using the **[<-TAB->]** keys and then select the “▶” popup button in the display to the right of “**Assign**” using the **CURSOR** and **[ENTER]** keys.
2. To assign an insert effect to a recorded track, select “PlayTrack” by selecting the “radio button” to the left of “**PlayTrack**”, and press **[ENTER]** then **[YES/OK]**. (Note: To assign an insert effect to an audio source *before* recording it to a track, select “Input” by selecting the radio button to the left of “Input” and then select “OK”)
3. To select the type of insert effect(s) you will be using, select the “▶” popup button to the left of “**1 in 1 outx4**”, and then press **[ENTER]**. (For more information on insert effect types refer to the Owners Manual pg. 105).
4. To select the track where the insert effect is going to be applied, select the “▶” popup button in the display below “InsertTo:”. Using the **CURSOR** and **[ENTER]** keys and the **DIAL**, select the assign channel and destination, and then press **[YES/OK]**.
5. To choose an insert effect, select the “insert effect” tab for the effect that you want to change (ex. “**InsEff1**” for Insert Effect 1) and use the **DIAL** to select an effect.
6. To edit a selected effect’s parameters, select the “effect name” button in the display (ex. **MM2:P4EQ-Wah**), press **[ENTER]** and then select the “icon” in the display to access the edit parameters.

Using the Master Effects

1. Press the **[MASTER EFFECT / AUX]** key, and rotate the **DIAL** to select an effect for Master Effect 1 (“**MstEff1**”).
2. Press the **[MASTER EFFECT / AUX]** key again or the **[TAB->]** key to access the “**MstEff2**” tab and use the **DIAL** to select an effect for Master Effect 2.
3. To edit the parameter for either effect, select the “effect name button” in the display (ex. **RV1:ReverbHall**), press **[ENTER]** and then select the “icon” in the display to access edit parameters.
4. To apply master effects to a track, press the **[MASTER EFFECT / AUX]** key again or the **[TAB->]** key to access the “**EffSnd1**” tab (for Master Effect 1) or “**EffSnd2**” tab (for Master Effect 2) in the display → Use the **CURSOR** keys and **DIAL** to increase the send level for each track you want to add master effects to.

Using the Final Effects

1. Press the **[FINAL EFFECT]** key.
2. Rotate the **DIAL** to select a Final Effect. To edit any parameters of the Final Effect, select the “effect name button” in the display (ex. **DY1:St.Comp**), press **[ENTER]** and then select the “icon” in the display to access the edit parameters.

Working with Scenes

1. Press the **[SCENE]** key to enter Scene mode. If you have not stored any Scene memory locations yet, press the **[STORE]** key and then press the **[SCENE]** key. This will store a “snapshot” of your mixer settings for this song at the **COUNTER** location indicated on the **SONG** page.
2. After pressing the **[SCENE]** key, to enable Scene Memory, select **SceneRead:Off** in the display using the **CURSOR** and **[ENTER]** keys to set the display to read **SceneRead:On**.
3. To store additional scenes, start song playback and change mixer settings, then press the **[STORE]** key, followed by pressing the **[SCENE]** key again. Each time you do this, a new scene will be created and stored in the Scene Memory.
4. You can also get a visual picture of what each Scene looks like, and edit its parameters, by selecting the “**MixView**” tab in the display and using the **TRACK faders** and **PAN knobs** to adjust values. The changes you make will be indicated in the display.



You can reset a Scene’s Fader and Pan settings by moving each fader and pan knob until the display indicates two “arrows” instead of a single directional arrow.

Selecting Virtual tracks and Editing tracks

1. Press the **[TRACK]** key.
2. Using the **CURSOR** keys and the **DIAL**, select which virtual track you will be listening to or recording to. To adjust Virtual Track settings for tracks 7-12, use the **[<-TAB->]** keys to access the “**Vtr7-12**” tab in the display. (For more info on Virtual tracks refer to the D1200 Owner’s Manual page 108)
3. To use the “**EditTrk**” function, you must first select a range of the song to be edited by storing an IN, OUT and TO location (some editing functions also require an END location). To do this, move to the desired song location, and then press the **[STORE]** key followed by the **[LOCATE]** key for each location. Once you’ve set locate points, you can edit the specific region in the track(s).
4. To see the list of edit functions, select the “**EditTrk**” tab, select the “▶” button next to “**CopyTrack**” in the display. To access a function, select the “radio button” to the left of the function you wish to perform and then select “**OK**” using the **CURSOR** and **[ENTER]** keys.
5. To execute the function, select **Exec.** in the display. For more information on editing tracks, refer to the D1200 Owner’s Manual pages 57-63 & 108-113.

Creating a mixdown and burning an audio CD on the D1200

For the following procedure, let’s use one of the D1200 Demo Songs...

Copy “Play the Blues” to a new song location:

1. Press **[SONG]**. On the “**SelSong**” tab select DemoSong 002: **Play The Blues**. Using the **[<-TAB->]** keys select the “**EditSong**” tab. Select **Copy Song** as the “EditType” by using the **CURSOR** keys and the **DIAL** → **CURSOR** down and set the copy to location to “003” with the **DIAL**, and then select **Exec.** and press **[ENTER]** → When prompted AreYouSure? Press **[YES/OK]** → When completed press **[YES/OK]** again.
2. Select “**ProtectSong**” as the “EditType” with the **DIAL** → **CURSOR** down to **Exec.** and press **[ENTER]** to turn protection off. (The “lock” icon will disappear)

Bounce and Burn!

1. Press the **[BOUNCE]** key. On the “**RecMode**” tab select **Bounce** using the **CURSOR** keys and press **[ENTER]**. On the “**Bounce**” tab, select **12Tr->2Tr** using the **CURSOR** keys and press **[ENTER]**. **CURSOR** down to **RecordVirtualTrack** and select virtual track “**h**” (or any Virtual track that has not been used) by using the **DIAL**.
2. Set tracks 11-12 to record ready mode by pressing the **[TRACK SELECT KEY]** for track 11/12 two times (Tracks 11/12 LED should now be red). Now your ready to mixdown to tracks 11-12, virtual track “**h**” (or the Virtual track you’ve selected).
3. Press the **[METER/TRACK VIEW]** key. Press **PLAY [▶]** and be sure the **MASTER** level is not clipping. Make necessary adjustments to the **MASTER** level. Press **STOP [■]** when done. Return to the beginning of the song by holding the **STOP [■]** key and pressing **REW [◀◀]** simultaneously.
4. Press **REC [●]** and then press **PLAY [▶]** to start recording your mixdown. When the song is completed press **STOP [■]**. Return to the beginning of the song by holding the **STOP [■]** key and pressing **REW [◀◀]** simultaneously.
5. Press the **[TRACK]** key, then press the **[<TAB >]** key to select the “**Vtr7-12**” tab. Select tracks **11-12a** using the **CURSOR** keys and rotate the **DIAL** to select tracks **11-12h** (or the Virtual track you’ve selected).
6. Press the **[CD]** key → On the “**Prepare**” tab, select tracks **11-12** (under **SelTrks:** on the display) by rotating the **DIAL**. You can test-monitor the level of your mix: **CURSOR** to **TrackMonitor**, press **[ENTER]** and then press **PLAY [▶]** to playback your mix and verify your mixdown levels are not clipping. When using the track monitor function, the tracks will play back without being routed through the mixer (i.e., without EQ or effects) and are output through the **MONITOR** and **PHONE** outputs.
7. **Let’s Burn!** Press **[TAB->]** to select the “**CDR/RW**” tab , Insert a blank CD-R or CD-RW disc into the **CDR/RW** drive and press **WriteToCD** in the display.
8. Select the speed (“**2x to 8x**” – set to 8x for CDRW1x8 burner) and press **[YES/OK]** when prompted “**AreYouSure?**”
9. When the writing procedure is completed, press **[NO/CANCEL]** when prompted “Write another CD?”
10. To make the CD playable in a audio CD player, the CD must be finalized. Before finalizing the disc, other tracks can be written to the CD, but once finalized, no additional tracks can be written. **TO FINALIZE:** Select **Final** by using the **CURSOR** keys and press **[ENTER]**. Press **[YES/OK]** when prompted “AreYouSure?”.
11. Enjoy!



The “DiscAtOnce” function in the CD mode allows you to burn and finalize a multi-song audio CD in one process. It also allows you make an audio CD with no gaps between tracks. In other words, you can record a continuous live performance of multiple songs, and then insert Marks between songs. When you use “DiscAtOnce”, these Marks are registered as divisions between CD tracks, so that in CD playback you can cue each song, and finalizing will be done automatically.

Important D1200 Owner’s Manual references

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