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D12 Guided Tour

Getting Started:

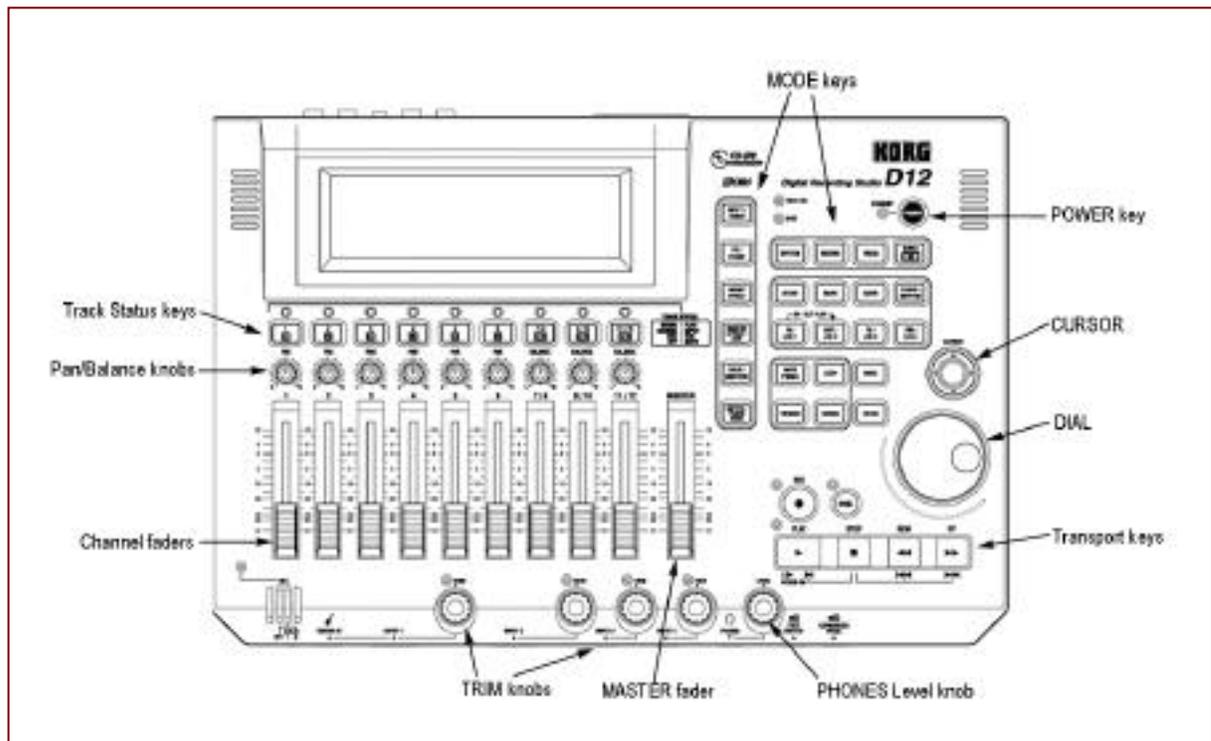
Audio connections: Connect the rear panel **MONITOR L/R** outputs to a stereo monitoring system for playback/recording, and connect headphones to the front panel **PHONES** jack. **Note:** Use the rear panel **MASTER L/R** outputs when mastering to external DAT, MD, etc.

Recording sources for this guide: We'll make it easy for you to get quickly familiar with the D12 recording procedures: You 'll be using the built-in microphone for the basic recording exercises, so there's no need to connect an external microphone. In addition to the basic recording section, there's a "Guitar/Insert effect/Rhythm Pattern Demo", and (of course) an electric guitar is necessary for the exercises in this section.

Objects referred to in this guide: D12 top panel objects that you'll work with are: Keys, Dial, Faders and Pan/Balance knobs. D12 Display objects that you'll work with are: Tabs, Popup and Radio buttons, Dialog boxes and Icons. All top panel keys are indicated in brackets: [SONG/CD], etc.

Navigating the D12: To select the tabs in each mode, repeatedly press a mode key: [INPUT/TUNER], [EQ/PHASE] etc. To move to different locations in the display, press the [CURSOR] key (◆). To confirm a highlighted selection in the display, press **ENTER**. To change a highlighted value, rotate the [DIAL].

About the CURSOR key: Throughout this guide, the use of the CURSOR key will be indicated by the ◆ symbol. This key is a four-position key, allowing you to move left, right, up or down in the display.



KORG D12 Guided Tour

Power up:

1. With the **MASTER** fader in the minimum position, connect the **AC adaptor** to the **AC9V** input on the rear panel, then to a power source. **Note that the *STANDBY LED indicator lights on the top panel.***
2. Press the **[POWER]** key on the top panel to power up the D12. **Note: *The current software version will be indicated in the display on power-up.***

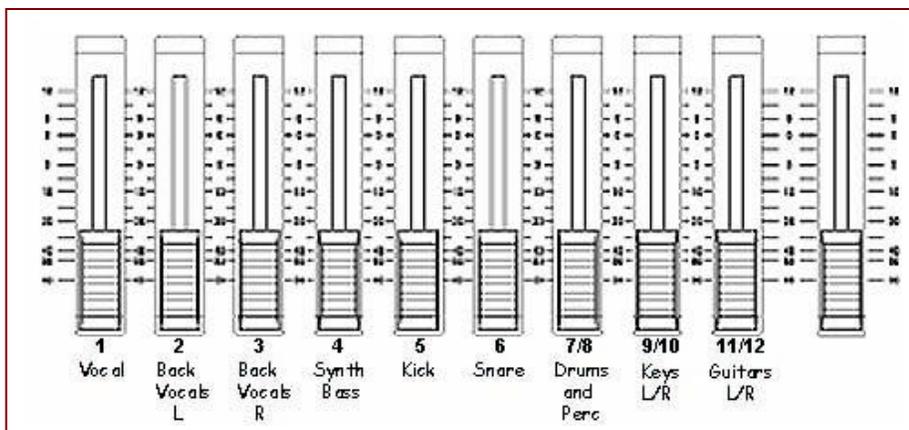
Many of the examples and exercises in this guide refer to the internal demo song "I CAN'T WAIT". If the demo song has been deleted from memory and is no longer available, you can still follow this Guided Tour, and gain a basic understanding of the D12 features and operation modes.

Note: The *CURSOR* key is indicated by *◆*

Select and Play the Demo Song:

3. Press **[SONG/CD]** until you select the "**SeiSong**" tab in the display.
4. Rotate the **[DIAL]** to the left, until the first demo song "**I001: I CAN'T WAIT**" loads.
5. The **[TRACK STATUS]** LED's should all be lit **green**. If not, press any of the **[TRACK STATUS]** keys that are not green (Play status).
6. Raise your external monitoring system levels, and then press **[PLAY]** on the D12.
7. Slowly raise the D12 **MASTER** fader to the "**0**" position, and rotate the D12 **MONITOR LEVEL** knob (on the rear panel) to a comfortable listening level (or raise the **PHONES LEVEL** knob if you're only using headphones).
8. When the demo song has finished playing, press **[STOP]**.

D12 Demo Song "I CAN'T WAIT" Track Layout:



Effects used in the demo song:

Insert effects (4 used)

- 1) Track 1 Vocal: I105 MM33: Mic/Sm57/414
- 2) Track 5 Kick: I086 MM18: Limitr-P4EQ
- 3) Track 7 Snare: I101: MM33: MicSim-Lmtr
- 4) Track 8 Drums, Percussion: I101: MM33: MicSim-Lmtr

Master effects

- 1) M002 RV2: Smooth Hall
- 2) M004 RV4: Dry Plate

Final effect

F019 LS2: TwoMix 80's

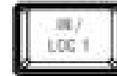
Important! To power-off the D12 and auto-save any recording/editing you've done, press and hold the **POWER** key. When the display indicates "Power Off?", press **ENTER** and the D12 will automatically save your work and power-off (the **STANDBY LED** will continue to be lit after power-off).

A Quick Tour of the D12 Modes

Note: Throughout this guide, the **CURSOR** key is indicated by **◆**

Refer to the Demo Song "I CAN'T WAIT" Track Layout on page 4 for the following tours:

METER / TRACK VIEW mode:



1. **Reset the song to the beginning**, by pressing **[IN/LOC1]**, or press and **hold [STOP]** and then **press [REW] once**.
2. Press **[PLAY]**. As the song plays, press **[METER/TRACK VIEW]** to select the meter display, and work with the **Channel Faders** - the display will indicate all track level changes and Send, Monitor and Master levels. Note that the top line in the display indicates "**CLP**" (clipping). As you mix, watch the display and avoid clipping on any of the tracks! **Note:** *Each time you press **[METER/TRACK VIEW]** it will "toggle" between the meter and previously selected mode displays.*

Note: Make sure that the display mode is set to "**PostFdr**" in the upper-left of the display - if not, **◆** to the **➤** button in the upper-left, press **ENTER**, **◆** to highlight "**PostFaderLevel**", press **ENTER**, then **◆** to the "**OK**" button and press **ENTER**.

The **METER/TRACK VIEW** page features five ways to see overall mix and track data: PreFader and PostFader, for accurate metering of all signal levels, plus TrackView1-6, TrackView7-12 and Track View 1-12, to check whether tracks contain audio events.

PAN/BALANCE controls:

1. As the song continues to play, adjust the **PAN** knobs for **Channels 1-6**. The **BALANCE** knobs for tracks 7/8, 9/10, 11/12 should all be set to the center position. (Refer to the *Track Layout* on page 4)

Note: When you reset the demo song to the beginning, the original settings for fader, pan, EQ, effect settings, and effect and aux send levels will be reset to the values stored in the initial **Scene** (SCENE key is lit when "SceneRead:On" is set).

The D12 features a **Channel Pairing** function to group adjacent channels for controlling Track Status, Pan, EQ, Effect and Aux send settings as well as fader position. See the Owner's Manual page 102, for more information on channel pairing.

SCENE MEMORY mode:

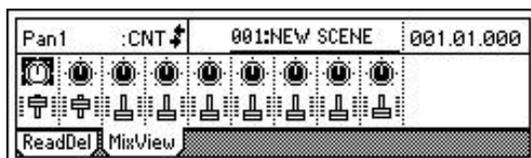
The D12 features 100 -Scene Memory for "snapshot" automation of channel faders, pan, EQ and Effect settings and effect and aux send levels. **The Demo Song "I CAN'T WAIT" has an initial Scene stored.** When the song is selected, the [SCENE] key will light and the original mix settings will be recalled.

Note: More "hands-on" work with the SCENE function later in this guide.

SCENE MEMORY "MixView" tab:

The "MixView" tab is helpful when selecting and viewing the stored Scenes in a song.

1. Press [SCENE] (lit) until you select the "MixView" tab (in the display. As you mix, the display will indicate the changes you make to the channel faders and pan/balance controls.



EQ mode:

The D12 features 3- band EQ for all tracks!



1. Press [EQ/PHASE] until you select the "Eq1-4" tab (in the display. Here you'll see EQ settings for tracks 1-4.
2. ♦ to any EQ "knob" icon in the display, and rotate the [DIAL] to make changes to the track EQ. The upper-left of the display will indicate the track and EQ parameter that is highlighted.
3. As the song continues to play, press [EQ/PHASE] to select another "Eq" tab, and work with the track EQ settings. The upper-left of the display will indicate the EQ parameter and track you are working with. **Note:** Use the *Track Layout* on page 4 of this guide to reference tracks that you are working with in the demo song.

Lo, Mid and Hi EQ plus Mid frequency control for every track, available as you record, or during track playback!

INSERT EFFECT mode:

8 Insert, 2 Master and 1 Final mastering effect: 11 simultaneous per song!

1. Press **[INSERT EFFECT]** until you select the “**InsAss**” tab (: In this mode you can set Insert effect assignments for each track and assign the effect type.
2. By selecting one of the Insert effect tabs (“**InsEff1**”, etc.) you can apply an Insert effect. Once selected with the **[DIAL]**, you can **◆** to the effect number button, and press **ENTER** to view, then **◆/ENTER** to edit parameters for the effect icon you've selected.

*There are **128 preset** insert effect programs to choose from, including **98 chains of up to 5 effects at once**. The D12 features Korg's famous **REMS** modeling effects - accurate amp, cabinet and microphone simulations. You can edit any of the preset effect programs, then store your edits to **128 user** effect programs. Plus, some of the effects like **wah** can be controlled in realtime using the D12's exclusive **Expression Pedal** input!*

MASTER EFFECT mode:

Send your mix through Master and Final effects - for ultimate processing!

1. Press **[MASTER EFFECT/AUX]** until you select the **MstEff1** tab (in the display. For both Master effect 1 and Master effect 2, you can select one of **32** available effects, set return levels and balance, and easily-edit the effect parameters. The “**Eff1**” and “**Eff2**” tabs let you set individual send levels for all tracks.

*The highest-quality effect algorithms are onboard, and if you need more external processing or audio sends, there's an **AUX send** for every track. The Master and Final effect programs let you polish your mix for **CD-ready mastering**. You can choose from **32 preset** effects, and store edited effects to one of **32 user** locations.*

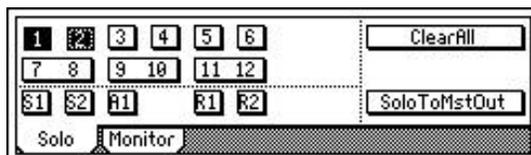
Note: The demo song “I CAN'T WAIT” includes Master and Final effects. You can view the effects by pressing **[MASTER EFFECT/AUX]** until you select the “**MstEff1**”, “**MstEff2**” or “**FinalEff**” tabs. The effects used for the demo song are referenced on page 5.

SOLO mode:



The SOLO function lets you isolate and listen to specific tracks, as well as effect and send / return levels.

1. Press **[SOLO/MONITOR]**. To listen to one or more sources: ◆ to a button in the display and press **ENTER**. The solo audio can be routed to the MONITOR L/R outputs or MASTER L/R and HEADPHONE outputs. You can solo effect send 1 and 2 levels, aux level, as well as return levels for Master effects.
2. ◆ to the “ClearAll” button, then press **ENTER** to disable solo for all tracks.

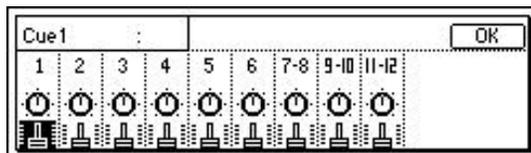


Tip: You can also press the **[TRACK STATUS]** keys during playback, to mute/un-mute desired tracks.

Note: More “hands-on” work with the SOLO function later in this guide.

MONITOR mode:

The MONITOR function gives you an independent cue mix for all tracks!



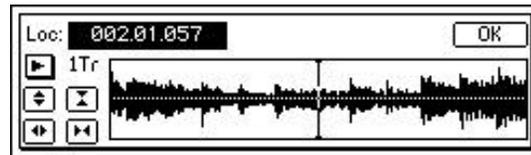
1. Press **[SOLO/MONITOR]** until you select the “Monitor” tab, then ◆ to the “Level” button and press **ENTER** to view the display.
2. Press **ENTER** again, to return to the previous page.

The D12 features Monitor Cue level and pan settings, to dial in your own separate mix, without affecting the mix routed to the Master outputs. See the Owner’s Manual, page 39 for more information.

SCRUB mode:



The Scrub function gives you precise control when working with your tracks!



1. **STOP** playback, then press **[SCRUB]**. To select track waveform data: **◆** to the **➤** popup button next to "1Tr", then press **ENTER**. **◆** to select the track, press **ENTER**, then **◆** to "OK" and press **ENTER**. Once you've selected a track, **◆** to "Loc" and use the **[DIAL]** to scrub the audio. The "zoom" buttons in the display let you resize the waveform.
2. **◆** to "Loc", then press **[SCRUB]** to return to the previous page.

*Tip: Pressing **[FF]** while the **SCRUB** function is **ON** sets the audio data to play back at half-speed - an octave lower than the original pitch. This is a great way to rehearse and learn intricate solo lines!*

*Note: More "hands-on" work with the **SCRUB** function later in this guide.*

TUNER mode:



The D12 features a built-in auto-chromatic tuner!



1. **[STOP]** playback, then press **[INPUT]** until you select the "Tuner" tab. Here, you can tune an instrument connected to the **GUITAR IN** or **INPUT1** jack.

When you select the "Input 1" radio button, you can precisely tune connected instruments. If you select the "Track" radio button you can check the tuning of any previously recorded track.

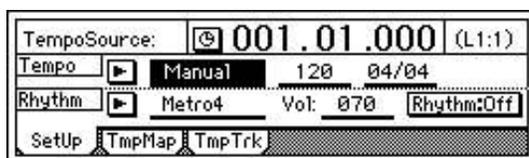
TEMPO / RHYTHM modes:



The D12 features a built-in METRONOME with 96 metronome patterns and 215 PCM-based drum patterns!

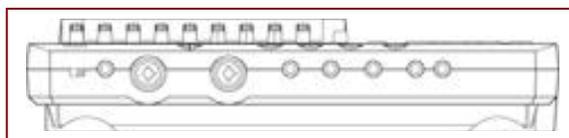
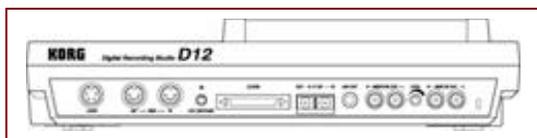
1. Press [TEMPO/RHYTHM] until you select the “SetUp” tab. On this page you can set tempo, time signature and rhythm settings for a song.

The D12 provides you with the "ultimate metronome" - the sampled drum patterns in memory provide a great tempo "guide" for many music genres. The drum patterns can be recorded to tracks, and you can create up to 200 tempo map events per song, allowing tempo, time signature and rhythm patterns to change during recording and playback!



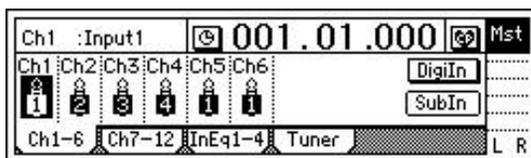
Note: More "hands-on" work with the Tempo, Metronome and Rhythm functions later in this guide.

INPUTS, ASSIGNMENTS and INPUT EQ:



The D12 features 4 TRS-balanced audio inputs, including 2 XLR / 1/4 (3-31) type connectors. In addition, a dedicated 1/4 unbalanced Guitar input is included. All inputs have TRIM control, and can be instantly routed to any channel.

1. Press [INPUT/TUNER]. Here, you can quickly route inputs to specific channels, and apply EQ on input for tracks 1-12.



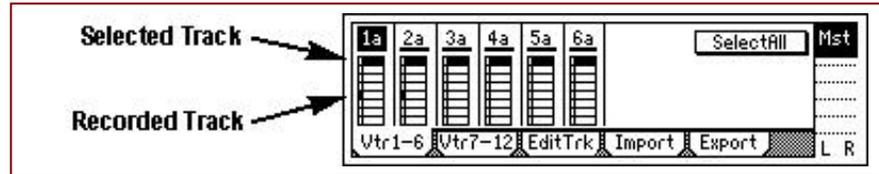
The S/PDIF (DigiIn) input allows stereo digital sources to be routed to channels 1-6, and the SUB inputs can be used to input synchronized sequenced audio and returns from external processors via the AUX send.

VIRTUAL TRACKS / BOUNCE modes:



The D12 has 12 tracks, each with 8 Virtual tracks, providing 96 onboard tracks!

1. Press [TRACK]. The Vtr1-6 and Vtr7-12 tabs (and tabs) let you select the Virtual tracks for recording.



You can record solo parts etc. on the virtual tracks and then select your favorite take!

Bouncing tracks has never been easier! In addition to basic track bouncing functions, the D12 features an exclusive "12 to 2" function. This lets you bounce 12 tracks of audio to 2 Virtual tracks to create virtual mixdowns internally, and then select your favorite mix for mastering to CD!

PUNCH IN / OUT mode:



The Manual and Auto Punch In/Out functions let you re-record specific sections seamlessly! Manual Punch In/Out on a selected track can be set by pressing the REC key or a footswitch during playback, to instantly enter record mode.

1. Press [AUTO PUNCH]: In the display you'll see "In" and "Out" time locations, to set for punch in / out recording with the [STORE] and [IN/LOC1] / [OUT/LOC2] keys.



You can also set In / Out times by selecting the "Wave" button in the Auto Punch page - a great feature that lets you set precise punch in / out times while viewing a waveform display. And you can easily set Pre and Post-roll times to specify playback time before and after recording.

D12 Additional Features:

Uncompressed recording and playback at 44.1kHz:

The D12 provides the utmost in sound quality, with no data compression in recording and playback! Select 4 track simultaneous recording / 12 track playback @16 bit, or 4 track simultaneous recording / 6 track playback @24 bit. Your projects will sound amazing, from initial recording to final mastering!

Internal 6 GB hard disk:

The internal 6 Gigabyte hard disk gives you plenty of recording space for your projects – over 18 hours recording time (based on single track/ 16 bit format).

Produce and burn an audio CD, or backup your audio data to CDR/RW media- directly on the D12:

Install the optional Korg CDRW-1 internal CD-R/RW drive, and create audio CDs with the D12. Or use the CDRW-1 to economically-backup your valuable data. You can also playback and record audio from the CDRW-1 to D12 mixer channels!

Included SCSI-2 50 pin connector:

For recording and backing up your projects to external hard disk and removable media such as Jaz, Orb, etc. Also for connection to compatible CDR/RW drives, if you don't have the optional CDRW-1 drive installed. A listing of compatible external drives can be found by visiting the korg.com website.

100 Scenes, 100 Mark points and 4 Locate points per song:

Store "snapshot" Scene automation of fader, pan, EQ and effect send levels, and name your scenes for easy recall! Create specific Mark points in the song structure, name them for convenient access to "Verse", "Chorus", "Solo" etc., and immediately jump to these registered locations. Store four Locate points for instant access to specific areas in your song with top panel keys.

Selectable levels of UNDO:

Use the UNDO / REDO function to step back through the previous recording or editing operations, so that you have plenty of opportunity to fix any mistakes that happen. Select 99, 8 or 1 as UNDO levels.

Time Stretching:

Match tempo between recordings of different tempo, or fit recording into a specific time length.

Reverse playback:

Reverse specific regions of audio data using single or multiple tracks, then copy the results to new audio regions or tracks.

Optimizing Track Data:

After editing your tracks, this feature lets you create one piece of audio data from several "fragmented" regions, resulting in perfect track playback and better conservation of hard disk space!

Auto-Save Feature:

It's good to know that your valuable song data will be saved automatically, when selecting new songs and on power-down!

Loop recording and playback:

Set specific in / out points in your song and loop the audio - then rehearse intricate parts to be recorded, or use the punch-in function while looping, and add new data as the loop plays. Use the loop playback feature to audition specific regions of recorded audio.

Trigger Recording:

Set recording to begin automatically in response to an audio input!

Record Tap Tempo:

This function lets you record the tempo after you've recorded a song that has no tempo settings - a great feature! This way you can then edit your tracks in units of measures or synchronize the D12 to external MIDI devices.

Use MIDI to automate D12 functions:

Besides using MIDI to synchronize the D12 to other devices (including another D-series recorder!), you can automate your mixes: fader, pan, EQ, etc., parameters with an external sequencer, control the effects in real time, and change scenes via MIDI program change messages!

Program Play function:

Playback multiple songs in any order, from the internal drive and external drives! This function is also great when mixing down to DAT, MD, etc.

Normalize function:

Boosts the level of track data that was recorded at lower than optimal level, to the maximum volume without clipping.

Use the SUB INPUTS to send external signals directly to the Master bus:

Assign any of analog inputs 1-6 as Sub Inputs, and input the audio from an external sequencer in sync, direct to the D12's Master bus, or record any external audio final pass, along with the internal tracks, direct to your mastering deck. You can also use the Sub Inputs to return audio from an external processor connected to the AUX OUT.

Import and export WAV data:

*Audio data in **WAV** format can be imported or exported via FAT16 DOS formatted SCSI external drives, and imported from ISO9600 Level1 format CD's. WAV files can be copied to the D12's clipboard for pasting into new song locations. For more information, see the Owner's Manual page 86.*

Working with the D12

Select and work with the demo song:

1. If the demo song "I CAN'T WAIT" isn't already selected, press [SONG/CD] until you select the "SelSong" tab.
2. Rotate the [DIAL] to select and load the demo song number "1001 I CAN'T WAIT".
3. Press [PLAY] to begin playback.

Note: This demo song is protected, as indicated by the "lock" icon to the right of the song name. Following the next section, you'll learn how to copy this song to a new location so that you can freely-edit it.

4. As the song plays, work with the FF and REW keys as follows:

Using the FF and REW keys in a song:

To move towards the beginning of the song from a point in the song, while stopped:

Press [REW] repeatedly to move in increments, or hold down [REW] to "rewind" continuously, then release the key to stop at the new location.

To move towards the beginning of the song during playback:

Press [REW] once to begin rewinding, then press [PLAY] to continue from the new location, or press [STOP] to stop playback.

To move towards the end of the song while stopped:

Press [FF] repeatedly to move in increments, or hold down [FF] to "fast-forward" continuously, then release the key to stop at the new location.

To move towards the end of the song during playback:

Press [FF] once to begin fast-forwarding, then press [PLAY] to continue from the new location, or press [STOP] to stop playback.

To move to the beginning of the song while stopped:

When you are at a point in the song, Hold down [STOP] and press [REW].

To move to the end of the song while stopped:

When you are at a point in the song, Hold down [STOP] and press [FF].

Copy the demo song to a new song location for editing:

5. [STOP] song playback, then press [SONG/CD] until you select the "EditSong" tab.
6. Rotate the [DIAL] to the left, to select "CopySong". The next available empty song location is indicated above the "CDR/RW" tab.
7. ◆ to the "Exec." button and press ENTER, then ◆ to the "Yes" button and press ENTER to copy the song.
8. Press ENTER again, to return to the "CopySong" page.

Un-protect and rename the copied song:

9. ◆ to highlight "CopySong", then rotate the [DIAL] to the right, until you select "ProtectSong".
10. ◆ to the "Exec." button, then press ENTER, so that the "lock" icon disappears in the display.
11. Press [SONG/CD] until you select the "SelSong" tab, then ◆ to the "Rename" button and press ENTER.

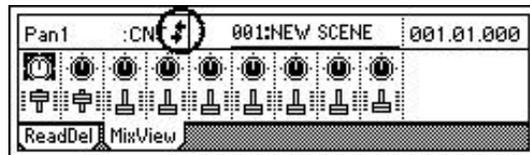
12. Repeatedly press **ENTER**, until the space just to the right of "WAIT_" is highlighted, then **◆** to the "0..9" button.
13. Press **ENTER**, then rotate the **[DIAL]** until the highlighted space indicates "2", and then **◆** to the "OK" button.
14. Press **ENTER** to rename the copied song "I CAN'T WAIT2" and return to the "SelSong" page.
15. The **[TRACK STATUS]** LED's below the display should all be lit green. If not, press any of the **[TRACK STATUS]** keys so that they all light green (Play status).

Disable Scene Memory and work with the MixView display:

1. Press **[SCENE]** (lit) until you select the "ReadDel" tab, then **◆** to the "SceneRead:On" button and press **ENTER**, so that the stored scene for this demo song is disabled. *It's important that "SceneRead:Off" is indicated in the display for the following steps!*
2. Press **[SCENE]** until you select the "MixView" tab, then press **[PLAY]** to begin playback.
3. Raise the **CHANNEL** faders and **MASTER** fader to create an initial mix of the demo song:

Note: Use the Track Layout on **page 4** of this guide as your mix reference.

You can accurately set the faders and pan/balance knobs to the same settings as the stored scene by referencing the "MixView" display. Move each of the faders and pan/balance knobs, and as you do this, watch the upper-left of the display. The original values of level and pan placement for each channel will be indicated when **two arrows** appear to the right of the fader or pan parameter:



View the Post Fader levels as you mix:

4. As the song plays, press **[METER/TRACK VIEW]**, and make sure that the upper-left popup button is set to "PostFdr", so that you can view the track levels as you mix. If it is not, press **ENTER** and **◆** to "PostFaderLev", press **ENTER** again, then **◆** to "OK" and press **ENTER**. Be careful not to set Channel and Master fader levels so that the meters reach the "CLP" line in the display.

Mute / Un-mute tracks with the TRACK STATUS keys:

5. While the song continues, try muting and un-muting tracks, by pressing the **[TRACK STATUS]** keys (unlit: mute / green: play).
6. Mute all tracks except tracks **4, 5, 6, and 7/8** (Bass, Kick, Snare, Drums and Percussion L/R).

Note: Use the Track Layout on **page 4** of this guide as your mix reference

Tip: To reset the demo song to the beginning when stopped or during playback, press **[IN/LOC1]**.

Work with the EQ function:

1. As the song plays, press [EQ/PHASE] until you select the “Eq1-4” tab.
2. ◆ to highlight different EQ “knob” icons in the display, and the upper-left corner of the display will indicate the EQ parameter and track you are working with.
3. ◆ to the “HiEq” knob for track 1 - the display will indicate “HiEq1”.
4. Rotate the [DIAL] to apply new High EQ settings to the lead vocal track.
5. ◆ to the “MidEq1” knob icon, and use the [DIAL] to apply Mid EQ settings.
6. ◆ to the “MidFc1” knob, and use the [DIAL] to set a new Mid frequency for the lead vocal track, and then work with the “LoEQ1” values to finish working with the track.

View the Insert effect Assignments for the demo song:

1. Press [STOP], and then press [IN/LOC1] to reset the song to the beginning.
2. Press [INSERT EFFECT] until you select the “InsAss” tab. The diagram below indicates the settings for this song:



3. ◆ to the > popup button to the right of “Assign:” in the upper-left of the display, then press **ENTER**.
4. Make sure that the “PlayTrack” radio button is selected (you’ll be applying an insert effect to a playback track). Press **ENTER** to return to the previous page.
5. In the display, note the Insert effect track locations for playback: Track 1>Insert effect [1], Track 5> Insert effect [2], Track 7> Insert effect [3], Track 8> Insert effect [4]. The effect configuration is set to use four insert effects on playback.

Overview of D12 Insert effect Configurations:

There are four configurations available in the Select Effect Type menu:

1in2outx2:

Primarily Guitar and Bass Chains of 3-5 effects each, Use for recording / on input only. This configuration is good for mono-in, stereo-out sources.

2in2outx2:

Great selection of effects for keyboards and stereo output instruments.

1in1outx4:

The default setting for new songs. Good to use for fixed panning sources like rhythm guitar - selecting this configuration lets you select from four mono Insert effects to be used in the song.

1in1outx8:

The largest configuration of multiple effect choices - use this one when you need up to eight mono effects in a song. Ideal for fixed pan sources that need effect isolation, like drums.

Note: For more information on setting assignments, configurations and locations of insert effects see the D12 Owner's Manual, pages 43 and 105.

Work with the lead vocal track in "I CAN'T WAIT":

1. Press the **Channel 1 [TRACK STATUS]** key so that it lights **green** (un-muted). Tracks **4, 5, 6, 7/8** should also be un-muted ([TRACK STATUS] keys lit green).

Set a new Locate Point in the song:

2. Press **[IN/LOC1]** to reset the song to the beginning. *The display should still be on the **INSERT EFFECT** page.*
3. **◆** to highlight the "000:00.000" position in the "**Counter**", and use the **[DIAL]** to set it to "000:13.000" (13 seconds).
4. Press **[STORE]** and then press **[OUT/LOC2]**, to set an "on-the-fly" locate point for you to use as you go through the following steps and audition new insert effects for the lead vocal track.
5. Press **[PLAY]** to resume playback from this point.

Note: The default setting for all four locate keys is at the beginning of each new song.

Also Note: Waveform viewed Locate points can be stored by using the **SCRUB** function, for setting even more precise locations. More on this in the following exercises:

Work with the lead vocal (Track 1) Insert effect:

6. As the song continues, press **[OUT/LOC2]**, and then press **[INSERT EFFECT]** until you select the "**InsEff1**" tab (. *As you audition effects while the song plays, press **[OUT/LOC2]** whenever you like, to reset to the stored locate point and continue playback.*
7. Make sure that the effect number "**1105**", to the left of the effect name button is highlighted. This is a microphone modeling/limiter chain, assigned to the lead vocal track.
8. Slowly rotate the **[DIAL]** left or right, to select and listen to new insert effects. *Note that you'll find additional mic modeling effects in locations "1101-108".*
9. Rotate the **[DIAL]** until you recall effect "**1105**", then **◆** to highlight the "**MM33: MicSM57/414**" button, followed by pressing **ENTER**.
10. **◆** to each of the "**MicSim**" and "**Limiter**" effect "**icons**", then press **ENTER** to view, select and adjust a few parameters for these effects.

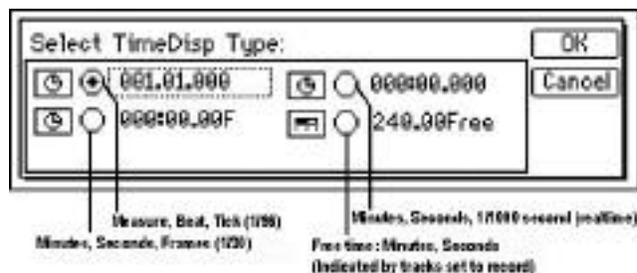
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Tip: Once you've edited an effect, the display will indicate "EDIT" to the left of the effect name. You can then **◆** to the "Store" button in the display, press **ENTER**, **◆** to "U001", rotate the **[DIAL]** and select one of 128 user effect locations: **◆** to "Exec." and then press **ENTER** to save to a new user location. Note that the factory user effects are identical to the preset effects. For more information, see the D12 Owner's Manual, page 46.

Work with the Counter:

1. Press **[STOP]** to stop playback, and press **[IN/LOC1]** to reset the song to the beginning.
2. Press to highlight "000:00:000 on the "Counter", then rotate the **[DIAL]** until the "Counter" reads "001:03:147"(you'll need to set the "Counter" position to "001:03:000" and then use the **[DIAL]** to set to "147").

The Counter display type can be set to read in four formats: **◆** to the "Clock" icon to the left of the "Counter", press **ENTER**, **◆** to the desired display type, **◆** to "OK", and then press **ENTER**:



Note: In addition to the Counter display, the display can be set to read in **Tempo**, **Mark**, or **Scene** formats, by selecting from the popup menu below the song name edit cell.

Note: If you've just made changes to the "Counter" settings, reset the counter to read in Minutes, Seconds, 1/1000 of second (realtime) as originally set. Also note that the Counter time location display defaults to Measures, Beats, Ticks when a new song is created.

Work with the synth bass track (Track 4):

1. Press the **Channel 4** (synth bass track) **[TRACK STATUS]** key so that it lights **green** (un-muted). Tracks **1, 5, 6, 7/8** should also be un-muted (TRACK STATUS keys lit green).

Scrub the audio to find and set a precise locate point:

2. Press **[SCRUB]**, then **◆** to the **➤** popup button in the upper-left of the display. Press **ENTER**, then **◆** to "Trk4", press **ENTER** and **◆** to "OK", then press **ENTER**.
3. Rotate the **[DIAL]** left or right to see (and hear) just the synth bass track's waveform. You can **◆** to the "ZOOM" buttons to the left of the waveform display, and repeatedly press the **ENTER** key to resize the waveform view, then **◆** to the "Loc:" position (upper-left) and rotate the **[DIAL]** to the right or left to continue scrubbing the audio.
4. Rotate the **[DIAL]** until the "crosshair" is at approximately "001:03:147".
5. Press **[STORE]**, then press **[TO/LOC3]**. You can use this new locate point whenever you like, to reset to the stored locate point for this track.

- Press **[SCRUB]** once again, to return to the SCRUB page, then try the following functions available in SCRUB mode:

Try the “Play From” function:

- Press **[PLAY]**. The audio data will begin playback at the currently stopped position, and play for two seconds, before automatically returning to the stored locate point.

Try the “Play To” function:

- Hold **[STOP]** and press **[PLAY]**. Watch the display, as playback begins two seconds before the currently stopped position and stops at the stored locate point.

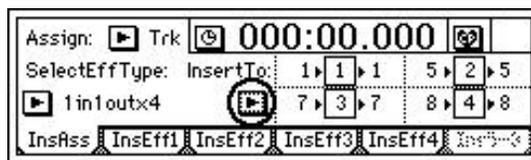
Try the “Slow Play” function:

- The **Slow Play** function lets you playback audio at half-speed, one octave below the normal pitch. This feature is good for learning and practicing difficult phrases. To do this: While playback is **stopped**, press **[FF]**. The track will playback at **half-speed**.
- Press **[STOP]**, and you’ll return to the stored locate point.
- Press **[SCRUB]** to exit SCRUB mode.

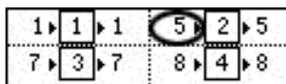
Note: When selecting SCRUB mode, all tracks are set to **green** (Play status).

Assign and work with a new Insert effect for Track 4:

- Make sure playback is **STOPPED**, then press **[INSERT EFFECT]** until you select the “**InsAss**” tab (.
- Refer to the diagram below, and **◆** to the “InsertTo” popup button in the display, then press **ENTER**:



- ◆** to highlight the Insert effect 2 "5" track parameter, then **rotate the [DIAL] to select "4"**:



- ◆** to the “**OK**” button in the display, then press **ENTER**. You’ve just assigned Insert effect 2 to Track 4.

Store IN and OUT points, and use the Loop Playback function as you audition new insert effects for Track 4 (synth bass):

1. Press [SONG/CD], then **◆** to highlight **each** time position on the “Counter”, and rotate the [DIAL] so that the “Counter” reads: **“001:15:694”**.
2. Press [STORE], then press [IN/LOC1], to set this new **IN** point.
3. **◆** to highlight the “Counter” time positions again, and set to read **“001:27:893”**.
4. Press [STORE], then press [OUT/LOC2], to set this new **OUT** point.

Set Loop Playback:

5. Press [LOOP], and note that your new IN/OUT points are indicated in the display.
6. Press **ENTER**, so that the “Loop:Off” button in the display reads **“Loop:On”**.

Play-enable all tracks, and assign a new insert effect to Track 4:

7. Press [PLAY], and make sure that the remaining [TRACK STATUS] keys are lit **green** (Play status).
8. Press [INSERT EFFECT] until you select the “InsEff2” tab. **Loop Playback will continue as you work with the track:**
9. Make sure that “I086” is highlighted, then slowly rotate the [DIAL] to select and audition new Insert effects for Track 4. You can press [TRACK STATUS] keys other than track 4, to mute (unlit) other tracks, making it easier to hear your effect edits.
10. Once you’ve selected an effect you like, try working with the effect parameters: **◆** to the “Effect” button to the right of the effect “number” selected, then press **ENTER**,
11. **◆** to the desired effect “icons” in the display, press **ENTER** and **◆** to select and make edits to the selected effect parameters with the [DIAL].
12. When you’re satisfied with the edits, **◆** to the “OK” button, then press **ENTER 2x** to return to the main Insert effect page. Here, you can **◆** to the “Bypass” button, press **ENTER** repeatedly, to “toggle” / “mute” the newly-assigned effect from the original audio track.
13. Press [STOP], then press [LOOP]. Press **ENTER**, so that the “Loop:On” button reads **“Loop:Off”**.

Tip: You can use the **Loop playback/record** function in conjunction with the **Auto-punch** recording mode. This method lets you record repeated takes over the same section, and then use the **Undo** function to select the best take! For more information, see the D12 Owner’s Manual, page 31.

Work with the Master and Final effects:

Two Master effect processors can be used simultaneously, with individual send levels for each channel. The Master effects are used for overall processing of the mix, and there are 32 Preset programs, plus 32 user programs available. **Note:** *The Master and Final effects are not “printed” to the hard disk when used in a song, unlike Insert effects that have been assigned on input. The only time they are actually recording is in mastering to an external recorder via the master outputs, or when using the bounce recording functions, covered later in this guide.*

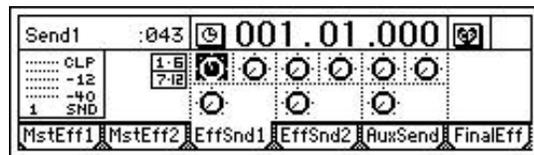
You'll continue to use the currently selected song for the following exercises...

View the current Master effects and send levels:

1. Press [MASTER EFFECT/AUX] until you select the "MstEff1" -note that "M002 RV2:SmoothHall" has been assigned. View the "RetLev" (return level) and "RetBal" (return balance) settings in the display: ◆ to each "knob" icon: the value is then displayed in the upper left corner.
2. Press [MASTER EFFECT/AUX] until you select the "EffSnd1" tab, then view the send level "knob" icons for each track.
3. Press [MASTER EFFECT/AUX] until you select the "MstEff2" tab ("M004 RV4: Dry Plate" has been assigned), and then press [MASTER EFFECT/AUX] until you select the "EffSnd2" tab, and view the send levels.

Set new Master effect send levels:

4. With playback STOPPED, hold [STOP] and press [REW] (or press [END/LOC4]) to reset the song to the beginning (this locate key is currently set to locate to the beginning of the song).
5. Press [PLAY], and make sure that the Channel faders are raised, and the [TRACK STATUS] keys are all lit green (Play status).
6. Press [MASTER EFFECT/AUX] until you select the "EffSnd1" tab, and as the song plays, ◆ to select the "knob" icons, and rotate the [DIAL] to set new send levels for desired tracks to Master effect 1. **Note:** Refer to the Track Layout on page 4, and remember that the upper-left of the display indicates the selected track and send value.



7. Press [MASTER EFFECT/AUX] until you select the "EffSnd2" tab, and set new send levels for desired tracks into Master effect 2.

Tip: To reset the demo song to the beginning during playback, press [END/LOC4].

8. When you've finished setting new send levels, press [STOP].

Note: Channel Pairing of send levels, EQ, Track Status and more is available for adjacent (odd/even) channels. For more information, see the D12 Owner's Manual, page 38.

Work with the Final effect:

The Final effect is an independent processor with 32 preset and 32 user Final effect programs available. It is located at the end of the effect routing scheme in the D12, and is used for "mastering" and dynamics applications. During mixdown you can use a Final effect to "polish" your mix as you master your work to external DAT, MD, etc. The assigned Final effect will also be "printed" to tracks (including Virtual tracks) during bounce recording operations. **Note:** Like the Master effects, the demo song includes an already assigned Final effect.

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1. Press [END/LOC4] to reset the song to the beginning, then press [PLAY] to begin playback.
2. Press [MASTER EFFECT/AUX] until you select the “FinalEff” tab, and note that “F019 LS2:TwoMix80’s” is the effect assigned.
3. ◆ to the “Bypass” button, and repeatedly press [ENTER] to listen to the song **without** and **with** the Final effect.
4. Press [ENTER] to “Cancel” Bypass and recall the Final effect.
5. ◆ to highlight “F019”, and rotate the [DIAL] to audition new Final effects while the song plays. When you’ve selected a Final effect that you like, ◆ to the “effect” button to the right of the effect number and press [ENTER], then ◆ to the effect “icon”, press [ENTER], and select and edit the parameters to suit. *Note: The “Next:” or “Prev” buttons in the display select the pages of edit parameters available.*

Store the new Final effect in a user location:

6. Once you’ve completed editing desired parameters, ◆ to the “OK” button, and press [ENTER] 2x, then press [STOP].
7. ◆ to the “Rename” button and press [ENTER], then press [ENTER] to move through the effect name cell, and ◆ to select desired “buttons” in the display. Use the [DIAL] to enter a new name for the edited effect.
8. ◆ to the “OK” button, press [ENTER], then ◆ to the “Store” button in the display, and press [ENTER].
9. ◆ to highlight “u033” (the first user effect), and rotate the [DIAL] to select “u040 DY2: StudioLimitr”, then ◆ to the “Exec.” button and press [ENTER] to store the effect. *Note: The new assigned effect is now indicated in the display and is stored with this song.*

Playback the song and make any final mix changes:

1. Press [END/LOC4] to reset the song to the beginning, then press [PLAY], and set the faders, pan/balance knobs, EQ and effect settings for a final mix setup. (*Track playback EQ is accessed with the EQ/PHASE key and the EQ tabs in the display*).
2. When you’re satisfied with the mix, press [STOP] and reset the song to the beginning.

Store a new initial Scene for the song:

1. Press [STORE], then press [SCENE], to write the new scene at the beginning of the song. Press [SCENE] until you select the “ReadDel” tab, and the display will indicate “002:NEW SCENE” (there was a previously stored scene in the copied demo song).
2. Press [ENTER] so that “SceneRead:Off” reads “SceneRead:On”. The [SCENE] key will light, and your new mix will be stored in memory (and automatically saved on power-off). *The next time you power-on, the [SCENE] key will light when you select this song, and the initial SCENE will be recalled.*

Tip: You can view Scene fader and pan settings from scene to scene, by turning “SceneRead:Off”, and selecting the “MixView” tab. Then ◆ to highlight the “Scene number” and use the [DIAL] to move from scene to scene - the MixView display will indicate the pan/ balance and fader changes.

Tip: Scene changes (up to 100 per song) can be transmitted and received via MIDI program change messages. For more information on Scene mode operations, see the D12 Owner’s Manual, pg. 41.

Tip: In any song where Scene Memory is enabled (SCENE key lit when song is selected), the settings originally stored as scenes will be recalled each time you restart the song. Disable Scene Memory if you want to edit, create or overwrite new scenes in a song.

Additional tips when working with Scenes:

Creating multiple Scenes in a song:

You can create a number of scenes in a song, including fader, pan, EQ, effect settings and send levels, and AUX send levels. Try working with the copied song "I CAN'T WAIT", and add multiple scenes to your new mix. For example, there may be places in the demo song where you'd like to pull out the vocal or keyboard audio. Just move to these locations, set the appropriate faders to "oo", and then store a new scene. Bring the faders back up at the point in time where you want the instruments back in the mix, and store another scene for the new fader settings. Your scenes will playback seamlessly, when you playback the song with ("Scene Read: On").

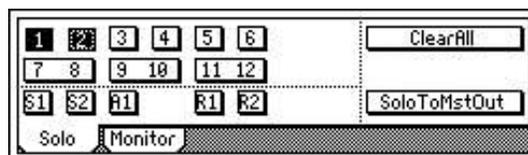
To Copy Scenes to new time locations:

1. Press [SCENE] until you select the "ReadDel" tab.
2. Press to turn "SceneRead Off" (if it is On).
3. ◆ to the SCENE number (top of display) and use the [DIAL] to select the Scene that you want to copy. (This can be done either in ReadDel page or MixView page).
4. Press [SONG/CD], then set the "Counter" with the [DIAL], to select a location where you want to store the Scene you've just selected. (This can also be done by playing and then stopping the song, or by pressing the REW or FF key.)
5. Press [SCENE], then press [STORE], followed by pressing [SCENE] again, to copy the scene to the new location.
6. In the SCENE "ReadDel" tab, press **ENTER** to turn "SceneRead On".

Work with the Solo function:

The Solo function lets you isolate and monitor individual tracks, master effect sends and returns, and aux sends. The faders on the D12 control both recording and monitoring levels, and a **Cue Level** function is provided for separate adjustment of level and pan while you record.

1. Press [SONG/CD] to return to the main song menu. Make sure the copied demo song you've been working with is still selected.
2. Press [PLAY] to start playback of the song.
3. Press [SOLO/MONITOR] until you select the "Solo" tab (in the display:



4. As the song plays, ◆ to the track "4" button, and press **ENTER** to solo the synth bass track.

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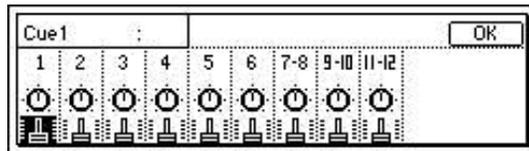
5. Try selecting additional track buttons to create solo "groups": ♦ to and press **ENTER** for desired track buttons, to turn solo on/off. **Note:** Refer to the Track Layout on page 4.

Important! Make sure that the D12 is connected via the **MONITOR L/R OUTPUTS**.

6. When you're finished trying the Solo function, ♦ to the "Clear All" button, press **ENTER**, then press **[STOP]**.

Work with the Monitor Cue function:

1. Reset the song to the beginning (make sure you've cleared the solo function in previous step) and press **[PLAY]** to begin playback again.
2. Press **[SOLO/MONITOR]** until you select the "Monitor" tab (in the display).
3. ♦ to "MasterLR" and press **ENTER** to turn off the "MasterLR" button in the display.
4. ♦ to the "Cue" button, then press **ENTER**. ♦ to the "Level" button, then press **ENTER**.



5. ♦ to the track "faders" and "pan" icons, then use the **[DIAL]** to set the desired cue mix.
6. When you've finished working with the Cue function, ♦ to the "OK" button in the display, press **ENTER**, then ♦ to highlight "Cue" and press **ENTER** to turn it off. ♦ to the "MasterLR" button and press **ENTER**, so that the mix will be re-routed to the Master bus.
7. Press **[STOP]**.

Tip: The "Autoln" function: When **On**, mixer channels that are set to **REC** will monitor track playback, and will automatically switch to monitoring the external input sound when recording or in rehearsal mode, and when stopped. When **Off**, you will always hear the input sound for channels set to **REC**.

Work with the Metronome and Rhythm patterns:

1. Press **[SONG/CD]** until you select the "SelSong" tab.
2. ♦ to the "New" button in the lower right of the display and press **ENTER**. On the "MakeNewSong" page, ♦ to the "OK" button and press **ENTER**. The next - available empty song location ("NEW SONG") will be selected.

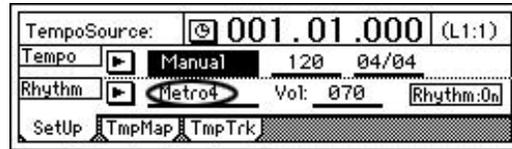
Note: You can set "16 Bit / 16 Track" or "24 Bit / 8 Track" SongType in the "MakeNewSong" page. **For this exercise, leave the song type set to "16 Bit / 16 Track":**



3. Press **[TEMPO/RHYTHM]**, then ♦ to the "Rhythm:Off" button and press **ENTER** to set "Rhythm:On", and you'll hear a standard metronome "click":

Audition some PCM rhythm patterns:

- ◆ to highlight “Metro4”:



- Slowly rotate the [DIAL] to the right, to select and listen to some of the patterns in memory. ◆ to the “Vol” parameter and use the [DIAL] to set the rhythm level. Use the MASTER fader to control the overall volume level.
- After you're finished auditioning patterns, ◆ to the “Rhythm:On” button and press **ENTER** to turn “**Rhythm:Off**” and stop pattern playback.

Note: There are 215 PCM Rhythm patterns in memory. The rhythm patterns indicated by “I”, “F”, or “E” indicate intro, fill, or ending type patterns. More information on recording patterns to tracks later in this guide.

Recording and Editing Basics

Note: The CURSOR key is indicated by ◆

Create a new song:

- Press [SONG/CD] until you select the “SongSel” tab.
- ◆ to the “New” button and press **ENTER**, then ◆ to the “OK” button and press **ENTER**. The next-available empty song location (“NEW SONG”) will be selected.

About the D12 recording formats available:

In the “SongSel” tab, the SongType can be set for 16 bit / 12 track, allowing 4 track simultaneous recording with 12 track playback. Setting SongType to 24 bit / 6 track mode gives you 4 track simultaneous recording with 6 track playback. Both formats provide **uncompressed** recording at 44.1kHz.

Note: For the exercises in this guide, leave the radio buttons set as they are: “16Bit / 16Track” and “New MixerSet”.

Rename the song:

- ◆ to the “**Rename**” button in the display and press **ENTER**. (You’ll name the song “**My Demo**”).
- ◆ to the “**ClearAll**” button and press **ENTER**, then ◆ to the “**A.../ a...**” button and press **ENTER** to insert letters in the name cell (press **ENTER** repeatedly to select between upper and lower case characters, then ◆ to the **➤** button and press **ENTER** to move through the name edit cell). *Note: You can also use the [DIAL] to select characters when highlighting the **➤** button.*
- When you’ve finished inputting characters, ◆ to the “**OK**” button and press **ENTER** to finish naming the new song.

Basic Recording

*To get started, you'll use the **new song** you just created, and record basic tracks. For the following exercises, you can use the built in **microphone** and **headphones**. You can use an external mic, electric guitar or another mono output instrument if you like, but to make this demo quick and easy, the steps in each exercise refer to the use of the internal microphone:*

Note: The CURSOR key is indicated by ◆

Assign the built-in microphone and set the input level:

- Connect headphones to the front panel **PHONES** jack, then lower the front panel **PHONES LEVEL** knob to the (0) position. Set the rear panel **MONITOR** knob to the minimum (0) position (alternatively, you can zero-out the level or power-off your external monitoring source).
- Lower the **MASTER Fader** and all the **Channel Faders** to "oo".
- Set the front panel **MIC INPUT** switch to 1 (the MIC LED will light). This assigns the internal mic to channel 1.
- Press the Channel 1 **[TRACK STATUS]** key 2x, until the LED lights **RED** (Record status).
- Raise the **Channel Fader** for **TRACK 1** to the "0" position, and set the **PAN** knob to **center**.
- Raise the **MASTER Fader** to the "0" position.

Check the Pre Fader Level and adjust the input signal:

- Press **[METER/TRACK VIEW]**.
- ◆ to the **➤** popup button in the upper-left of the display and press **ENTER**.
- ◆ to “**PreFaderLev**” and press **ENTER**, then ◆ to the “**OK**” button and press **ENTER**.
- Now speak into the internal microphone, and watch the “Pre Fader” level meter as you speak.
- Rotate the **INPUT 1 TRIM** knob (front panel) as high as possible without allowing the LED to light red (input clipping), and raise the **PHONES LEVEL** knob to a comfortable listening position.
- If the input signal reaches the “**CLP**” line on the level meter, lower the **INPUT 1 TRIM** knob. Set plenty of input signal (-6dB), without clipping.

Record Track 1:

13. Press **[REC]** on the lower right of the top panel (the REC and PLAY keys will flash).
14. Press **[PLAY]** and then **record** some audio (Example: "This is Track 1...recording Track 1"...etc.). While you're recording, watch the **"Counter"** run in the upper right of the display, and record for about 8 measures ("008.01.000").

Note: *When selecting a new song, the Counter time display defaults to "Measures, Beats, Ticks" ("001.01.000"), unless "PreviousSong" MixerSet is selected in the "MakeNewSong" dialog box.*

15. When you're finished, press **[STOP]**, then press **[IN/LOC1]** (lit) to **reset** the song to the beginning (check the Counter: "001.01.000").
16. Press **[PLAY]** to hear your new track, then press **[STOP]**. (The internal microphone is automatically muted on playback)

Select, assign and record another track:

1. Press **[IN/LOC1]** (lit) to reset to the song beginning.
2. Press the **Track 1 [TRACK STATUS]** key **2x**, until its LED lights **GREEN** (play status).
3. Press the **Track 2 [TRACK STATUS]** key **2x**, until its LED lights **RED** (record status).
4. Press **[INPUT/TUNER]** until you select the **"Ch1-6"** tab.
5. **◆** to the **"Ch2"** icon, then rotate the **[DIAL]** to the left, until the **"Ch2"** input icon reads **"1"**. **Note:** *You've just eliminated the need to re-patch your mic to another analog input! When using external sources, this is the procedure for assigning channels to inputs. Note however, that the internal mic INPUT switch can be set to channel 1 or 2 on the front panel.*
6. Speak into the internal mic and raise the **Channel 2 Fader** to the **"0"** position. Then set the **PAN** knob to center. You've already set the input gain for analog input 1, so there's no need to worry about adjusting trim on the new track.
7. Press **[METER/TRACK VIEW]**, then press **[REC]**.
8. Press **[PLAY]** and record another vocal track. **Watch the counter** in the upper right of this page, and record for about the same amount of time as the first track (adjust playback with the **TRACK 1 Fader** to suit).
9. When you're finished, press **[STOP]**, then press **[IN/LOC1]** to reset to the song beginning.
10. Press **[PLAY]**, and you'll hear both tracks playback.
11. Press **[STOP]**.

Tip: *To go to the end of a song (end of actual recorded data) press and hold **[STOP]** and press **[FF]**. To go to the song beginning from midway in a song, press and hold **[STOP]** and press **[REW]**.*

...for the following exercise, you'll continue working with the current song, input and track:

Working with Virtual Tracks

The D12 features 8 Virtual tracks for every track - 96 tracks per song! Virtual tracks give you the benefit of being able to record several takes without overwriting any previous takes. Then you can select from your favorite Virtual track(s) for playback, bouncing or in mixdown.

Record a new Virtual track on Track 2b:

1. Press **[IN/LOC1]** to reset to the song beginning.
2. Press **[TRACK]** until you select the “Vtr1-6” tab. Note the highlighted “1a” and the left column of the display. The top “bar” is black in this column, because you have recorded on Virtual track “1a”. Also note that the track “2” column indicates data has also been recorded on Virtual track “2a”.
3. **◆** to highlight “2a” in the display, then slowly-rotate the **[DIAL]** to the right, until the second column in the display reads “2b” (Virtual track “2b”).
4. Press **[RECORD]** until you select the “RecMode” tab, and make sure that the “Input” radio button is selected.
5. Press **[METER/TRACK VIEW]** (“PreFdrLev” view), then press **[REC]**.
6. Press **[PLAY]**, and record about 8 measures of your voice on Virtual track 2b. (Example: “This is Virtual track 2b”). Set the Channel 1 fader level to suit.
7. Press **[STOP]**, then press **[IN/LOC1]** to reset to the song beginning.
8. Press **[PLAY]** to hear Virtual track 2b and the original track 1a, then press **[STOP]**.
9. Press **[TRACK]**, and take a closer look at the display. Notice that the Virtual tracks you just recorded indicate recorded audio data (by the small bars) on the left of each column. Also note that the Virtual track currently selected is indicated by the solid black bar and highlighted “2b” in the track 2 column:



10. Switch the front panel **MIC INPUT** switch to the **OFF** position.

Important! In editing procedures like copying or deleting track data, you must make sure that the correct Virtual track is selected **before** performing an edit. Example: You’ve recorded audio on Virtual tracks 2a and 2b, and you want to delete track 2b. **◆** to highlight the track (see the above graphic) and rotate the **[DIAL]** to the desired Virtual track “bar” for editing. Then you can select the “EditTrk” tab, and perform the delete function. For more information on track editing procedures, see the D12 Owner’s Manual, page 51.

Create a “12-2” Virtual Mixdown:

The D12 features a number of ways to bounce multiple tracks, including an exclusive “12-2” function that lets you bounce multiple 12-track mixes to selected Virtual track pairs, with varied effects and EQ, and then select your favorite mixdown from the Virtual tracks.



Copy the demo song “I CAN’T WAIT” to a new song location:

1. Press [SONG/CD] until you select the “SelSong” tab.
2. Rotate the [DIAL] to the left, to select and load the original demo song “I001:I CAN’T WAIT”.
3. Press [SONG/CD] until you select the “EditSong” tab, then rotate the [DIAL] to the left, to select “CopySong”.
4. The “edit cell” to the left of “Exec.” will indicate the next available empty song location. ◆ to the “Exec.” button, then press **ENTER**, and ◆ to “Yes” and press **ENTER** to copy the song. Press **ENTER** again to load the new copied song and return to the “EditSong” tab.
5. ◆ to highlight “CopySong”, and rotate the [DIAL] to select “ProtectSong”.
6. ◆ to the “Exec.” button and press **ENTER** to make the “lock” icon disappear and **un-protect** the copied song.

Perform a Virtual “16-2” mixdown:

7. Press [RECORD] (to the left of [TRACK]) until you select the “RecMode” tab.
8. ◆ to “Bounce” and press **ENTER**.
9. Press [RECORD] until you select the “Bounce” tab, then ◆ to the “12Tr>2Tr” radio button and press **ENTER**.
10. ◆ to highlight the “edit cell” “Current” and rotate the [DIAL] to set to “ b ” (Virtual track “b”). This sets the bounce destination Virtual track.
11. Press [SCENE] (lit) until you select the “MixView” tab. Move the **Channel 11/12 fader** and **BALANCE knob** so that the original values for each are displayed. When the fader and BALANCE knob reach the original positions, the arrows above the MixView display will “double”, indicating that original values have been recalled.

Note: Tracks 11/12 were selected for this bounce exercise because the original Balance position was centered, as a stereo pair. With these track destinations, the Virtual mixdown will include **all** track original pan settings, and end up mixed in full stereo imaging. But bouncing to other existing tracks within the same Song can be a problem, since the destination tracks may have panning, level and effect assignments which you don’t want your final mix to play through. For that reason we suggest that whenever possible you use our ultra-cool “Copy to Clipboard, then to a new song” exercise in the following section after bouncing your final song to two tracks.. Let’s continue...

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12. Press the **Channel 11/12 [TRACK STATUS]** key **2x**, so that it lights **red** (Record status).
13. Press **[METER/TRACK VIEW]**, then **◆** to the **➤** popup button in the upper left of the display, and press **ENTER**.
14. **◆** to **“PostFaderLev”** and press **ENTER**, then **◆** to the **“OK”** button and press **ENTER**.
15. Check to see that the **“Counter”** is set to **“000:00.000”**.
16. Raise the **MASTER** fader to an appropriate level (just below **“0”** should be fine for this exercise) and then press **[REC]** (the REC and PLAY keys will flash).

Note: *The **MASTER** fader controls the level sent to the bounce destination tracks. When you begin bounce recording, make sure to avoid clipping the **MASTER** levels in the **METER/TRACK VIEW** page.*

17. Press **[PLAY]**. Bounce recording will begin. Let recording continue until the **“Counter”** indicates approximately **“001:31.000”**, then press **[STOP]**.
18. Press **[IN/LOC1]** to reset to the song beginning.

Listen to the new Virtual mixdown:

19. Press **[TRACK]** until you select the **“Vtr7-12”** tab, and verify from the display, that 11/12b has recorded data.
20. **◆** to the **“SelectAll”** button and press **ENTER**. This selects Virtual track **“a”** for all tracks.
21. Slowly rotate the **[DIAL]** to the right, to select Virtual tracks **“b”** for **all** tracks.

Note: *This makes it quick and easy to audition only Virtual tracks 11b and 12b, as there’s no **“b”** track data on any other tracks.*

22. Press the **Channel 11/12 [TRACK STATUS]** key until it lights **green** (Play status).

Note: *In Virtual mixdown or any bounce operation **playback**, make sure to disable any applied Insert effects and Master send levels, as well as setting EQ parameters to **“0”** positions – for the tracks you are auditioning. Otherwise in playback, you will hear all of the processing applied to these tracks again. (In the bounce operation, the effect and EQ processing for all tracks is **“printed”** to the Virtual track destination) The best method is not to audition the Virtual track playback, but to use the **“Copy to Clipboard, then to a new song”** exercise in the following section.*

23. Press **[METER/TRACK VIEW]**, then press **[PLAY]** to playback and view the post fader levels for Tracks **11** and **12**.
24. When you’re finished playing back the mixdown, press **[STOP]**, then press **[IN/LOC1]** to locate to the song beginning.

Work with the Clipboard, Fade, and Undo functions:

The following exercises use the current song...

Set an OUT point for the bounced audio tracks:

1. Press **[SONG/CD]**, then **◆** to the **“Counter”** and use the **[DIAL]** to set each counter position to read: **“001:31.000”**.
2. Press **[STORE]**, then press **[OUT/LOC2]**, to set an OUT point (the IN point is already set to the beginning of the song).

Copy the selected audio region to the “Clipboard”:

The “Clipboard” allows you to copy selected data from one song to another. The IN and OUT points set in the previous steps indicate a selected audio range. The TO point needs to be set in the destination song **only** if you want the audio data in the Clipboard to be copied to a location other than the beginning of the song.

3. Press [TRACK] until you select the “EditTrk” tab.
4. ◆ to highlight the current “edit cell” (“CopyTrack”, etc.) and rotate the [DIAL] to the left, to select “CopyTrack”.
5. ◆ to highlight the “edit cell” “1” in the lower left area of the display, then rotate the [DIAL] to read “11-12”.
6. ◆ to highlight the “edit cell” “1” above the “EditTrk” tab, then rotate the [DIAL] to read “Clip2”. **Note:** The edit cell reads “Clip2” when two or more tracks have been copied, and reads “Clip1” when a single track is copied.
7. ◆ to the “Exec.” button and press ENTER. ◆ to the “Yes” button and press ENTER to copy tracks 11b and 12b to the Clipboard. Press ENTER again to return to the Edit Track page.

Copy the Clipboard contents to a new song:

This is an efficient way to “import” your two track mixdown to a new song, where no effect or EQ processing is assigned to tracks 1 and 2. **Note that tracks 1 and 2 must be the destination mixdown tracks in order to master a CD on the D12.**

8. Press [SONG/CD] until you select the “SelSong” tab, then ◆ to the “New” button in the display, followed by pressing ENTER.
9. ◆ to the “OK” button and press ENTER.
10. Press [TRACK], and ◆ to highlight “1” in the lower left area of the display, then rotate the [DIAL] to read “Clip2”.
11. ◆ to highlight “1” above the “EditTrk” tab, then rotate the [DIAL] to read “1-2”.
12. ◆ to the “Exec.” button, and press ENTER. ◆ to the “Yes” button and press ENTER. Press ENTER again to return to the Edit Track page.
13. Press [METER/TRACK VIEW], then press [PLAY], and raise the Channel 1 and 2 faders and MASTER fader for playback, avoiding clipping. Set the Channel 1 PAN knob all the way to the left, and the Channel 2 PAN knob all the way to the right.
14. Press [STOP] after setting your mix, and verifying that the copy procedure was a success, then press [END/LOC4] to reset to the song beginning.

Important! In mixdown and bouncing operations, assigned Insert, Master and Final effects, as well as EQ settings are “printed” to destination bounce tracks. If in the future you decide to master to CD after performing a bounce operation, and do not want to use the previous “Clipboard” technique, make sure to disable all of the destination bounce track’s effects and EQ settings after bouncing operations are completed, or on playback, the current effects and EQ settings will still be applied!

Tip: Before conducting mixdown, bounce or CD mastering operations, it’s a good idea to copy the entire song you’re working with to another location (or backup to CD or external media). Although the UNDO function allows you to recall earlier edit operations, you may want to start “from scratch”, especially if you’ve made extensive edits to the song.

Tip: Make it a practice to backup your song data to CD or external media, even if the project is in an incomplete state. By doing this, you can always get the original project back if you decide to re-mix your work and master a new CD!

Create a Fade-out at the end of the new song:

1. Press [SONG/CD], then **◆** to the “clock” icon to the left of the “Counter”, press **ENTER**, and **◆** to highlight “000:00.000” (absolute time).
2. Press **ENTER**, then **◆** to “OK” and press **ENTER** to return to the “SelSong” tab.
3. **◆** to highlight each counter position, and use the [DIAL] to set the counter to “01:023.000” (1 minute, 23 seconds).
4. Press [STORE], then press [IN/LOC1] to set a new IN point.
5. **◆** to highlight each position on the counter, and use the [DIAL] to set the counter to “01:032.000”.
6. Press [STORE], then press [OUT/LOC2] to set a new OUT point.
7. Press [TRACK] until you select the “EditTrk” tab, and rotate the [DIAL] to the right, to select “FadeTrack”.
8. **◆** to the “edit cell” below “Fade Track” to highlight “1”, and use the [DIAL] to set to “1-2” (tracks 1-2).
9. **◆** to the “Mode” button and press **ENTER**, then **◆** to highlight “D.” (one of six curves), followed by pressing **ENTER**.
10. **◆** to the “OK” button and press **ENTER**.
11. **◆** to the “Exec.” button, then press **ENTER**, then **◆** to “Yes” and press **ENTER** to perform the fade-out. The display will indicate “Making Track” and “% Finished”.
12. When the display indicates that the fade operation is complete, press **ENTER**.
13. Press [IN/LOC1], then press [PLAY]. You’ll hear the new fade-out playback. When finished, press [STOP].

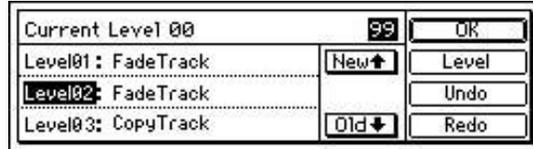
Note: Single and multiple tracks can be set to fade-in and out by a selected mode (curve), as indicated in step 8 above. Cross-fades can also be set by using fade-in and fade-out in conjunction with each other. For more information on fades, see the D12 Owner’s Manual, page 57.

Perform another fade-out, and work with the Undo function:

The Undo function can be set for 99, 8 or 1 level of undo, allowing you to view and recall previous recording or editing operations in the Undo list. Setting a level of 8 gives you plenty of opportunities to go back to earlier operations, and will free-up hard disk space. When you change tracks or songs and then record or edit, the contents of the Undo list will be deleted from the song. However, it remains on the hard disk as long as the D12 is on, and consumes disk capacity. If you’ve completed recordings and edits on a song, and want to free up as much hard disk space as possible, power-off the D12, and the Undo history of up to 99 recordings, edits or operations will be deleted from the hard disk.

1. Press [TRACK], and make sure that “FadeTrack” is still in the display as the edit procedure selected.
2. **◆** to the “edit cell” below “Fade Track” to highlight “1”, and use the [DIAL] to set to “1-2”.
3. **◆** to the “Mode” button and press **ENTER**, then **◆** to highlight “F.” and press **ENTER**.
4. **◆** to “OK” and press **ENTER**, then **◆** to the “Exec.” button and press **ENTER**.
5. **◆** to “Yes” and press **ENTER** to perform a new Fade-out on tracks 1-2.
6. When the display indicates that the fade operation is complete, press **ENTER**.
7. Press [IN/LOC1], then press [PLAY]. You’ll hear the new fade-out playback. When finished, press [STOP].

8. Press [UNDO] (lit), and note the two “Levels” of “FadeTrack” indicated in the display, as well as the “CopyTrack” procedure you performed in a previous section. The most current level of editing is indicated as “Level01”.
9. Rotate the [DIAL] to highlight “Level02” (“FadeTrack”), then \blacklozenge to the “Undo” button, and press **ENTER**.



10. Press [IN/LOC1], then press [PLAY] to playback the audio before the first fade-out that you performed (Level02), then press [STOP].
11. Rotate the [DIAL] to select “Level01”, then \blacklozenge to “Redo” and press **ENTER**.
12. Press [IN/LOC1], then press [PLAY] to playback the last fade-out you performed (Level01).
13. Press [STOP], then \blacklozenge to “OK” and press **ENTER** to exit Undo mode.

Note: The Undo/Redo function can be used for recording, track editing, and WAV file import operations. The “Current” level of Undo is indicated in the upper left of the UNDO display.

Also Note: The levels (99, 8 or 1) of undo can be set by selecting the “Level” button in the UNDO page, and then selecting the desired level. For more information on the UNDO function, see the D12 Owner’s Manual, page 99.

Guitar and Insert effect / Rhythm Pattern demo

Recording source for this section: The following section suggests a guitar as the input source. If you would like to use another instrument such as keyboards, connect the source stereo outputs to front panel adjacent inputs 3 and 4, and in INPUT mode, assign the signal from these inputs to one of the stereo paired channels (7/8, 9/10, 11/12). Alternatively, you can continue to use the internal microphone, as you did in previous exercises.

Create a new song and connect a guitar:

1. Press [SONG/CD] until you select the “SelSong” tab.
2. \blacklozenge to the “New” button and press **ENTER**, then \blacklozenge to the “OK” button in the display and press **ENTER** to select a new empty song location.
3. Lower the PHONE or MONITOR levels to “0”, and the MASTER / Channel faders to “oo”.
4. Connect a guitar to the front panel GUITAR IN jack.
5. Press the Channel 1 [TRACK STATUS] key until it lights orange (Input status, not Record status).
6. Rotate the INPUT 1 TRIM knob as high as possible without allowing the LED to light red (input clipping) as you play, and then raise the Track 1 Channel fader to the “0” position. **Note:** View the **Pre Fader level** in the **METER/TRACK VIEW** display.
7. Play the guitar, and set the MASTER Fader and PHONE or MONITOR Levels to comfortable listening positions.
8. Press [INPUT/TUNER] until you select the “Tuner” tab, and make sure that the “Input 1” radio button is selected, then tune your guitar as you watch the Tuner meter in the upper left of the display.

Assign an Insert effect chain to the guitar, for recording:

First, let's make sure that the Insert Effects are being routed in line with the Inputs (for recording) instead of the Tracks (for mixing):

1. Press [INSERT EFFECT] until you select the "InsAss" tab, and confirm that the upper left of the display reads "Assign: > In". If it is set to "Trk", ◆ to the > popup button, press ENTER, and ◆ to select "Input", press ENTER, then ◆ to the "OK" button and press ENTER.
2. ◆ to the > popup button to the left of "1in1outx4", then press ENTER.
3. ◆ to highlight "1in2outx2", press ENTER, then ◆ to the "OK" button and press ENTER.
4. ◆ to the "Insert To:" > popup button (just above "InsEff2" tab), and press ENTER.
5. ◆ to the "Off" parameter just to the right of the Insert effect "1" box.
6. Rotate the [DIAL] until the Insert Effect 1 edit cell reads "1>1>1" (input 1 bussed to insert effect 1), then ◆ to the "OK" button and press ENTER.
7. Press [INSERT EFFECT] until you select the "InsertEff1" tab, then rotate the [DIAL], play to audition and select any desired effect (1039-1068 are guitar multis available in this effect configuration).

Tip: ◆ to the selected Insert effect "button" and press ENTER to view the chain of effects, then ◆ to the effect "icons" and press ENTER to select parameters and program the effects to suit. ◆ to the "Store" button, press ENTER, ◆ to "U001" and use the DIAL to select and store your edited effect chain to a new user location.



Audition a few of the 215 metronome and rhythm patterns:

1. Press [TEMPO/RHYTHM], then ◆ to the "Rhythm:Off" button and press ENTER to set "Rhythm:On". You'll hear the metronome, and the display will indicate the current settings. To adjust the metronome volume level, ◆ to highlight "Vol:070" in the display, then rotate the [DIAL].
2. ◆ to highlight "Metro4" in the display.
3. Slowly-rotate the [DIAL] to the right, to audition some of the metronome and PCM rhythm patterns in memory. *Note that some of the patterns are indicated as Intro, Fill, or Ending by an I, F or E preceding the pattern name.*
4. **Play your source instrument along with the rhythm patterns**, and pay attention to the rhythm pattern group named "8bt Rock 1", as you'll be creating a **Tempo Map** with this group of patterns in the next exercise.
5. To set desired tempo, ◆ to highlight "120" in the display, then rotate the [DIAL]. The display will indicate the new tempo setting. Make sure to leave the time signature set to "04/04" for the following steps...
6. ◆ to the "Rhythm:On" button and press ENTER to set "Rhythm:Off" and stop pattern playback.

Note: For time signatures 3/4, 4/4 and 6/8, all patterns can be selected. If you choose any other time signature, only the Metro or Hihat can be selected. For this exercise, leave the time signature set to 04/04.

Tip: Song tempo can be set manually, by tempo maps, or with a tempo track which can be recorded via MIDI clock or by tap tempo. For more information, see the D12 Owner's Manual, page 62.

Create a new Tempo Map:

Tempo maps let you specify tempo, time signature and rhythm patterns for each measure in a song. There are 200 tempo map events available for each song.

1. In the "Setup" tab of the [TEMPO/RHYTHM] page, ◆ to "MANUAL" (tempo source), and rotate the [DIAL] to select "TempoMap".
2. Press [TEMPO/RHYTHM] to select the "TmpMap" tab, and make sure that "Map001" is selected (the initial song tempo).
3. ◆ to the "Edit" button and press **ENTER**, then ◆ to the "edit cell" to the right of "Rhythm>", and rotate the [DIAL] to select pattern "**I 8bt Rock1**" (intro). Set the other display parameters as follows: "Measure 001-004, Tempo 120, Beat 04/04".
4. ◆ to "OK" and press **ENTER**, then ◆ to the "New" button and press **ENTER**.
5. ◆ to "**I 8bt Rock1**" and rotate the [DIAL] to the left to select pattern "**8bt Rock1**".
6. ◆ to the END MEASURE "005" (above "Beat:"), and rotate the [DIAL] to select "019". (Now you've entered a 4-bar intro, followed by a 15-bar, 8 beat pattern. Get the idea? Now to add a fill-in pattern...
7. ◆ to "OK" and press **ENTER**, then press **ENTER** again to select "New". ◆ to "**8bt Rock 1**" and rotate the [DIAL] to select pattern "**F 8bt Rock 1**". Now ◆ to "OK" and press **ENTER**.
8. Press **ENTER** to select "New", then ◆ to "**F 8bt Rock 1**", and rotate the [DIAL] to the left to select pattern "**8bt Rock1**".
9. ◆ to the END MEASURE "21", and rotate the [DIAL] to select "28", then ◆ to "OK" and press **ENTER**.
10. Finally, press **ENTER** to select "New", then ◆ to "**8bt Rock1**", rotate the [DIAL] to the right to select "**E 8bt Rock 1**". Notice that the END MEASURE is already set to "032", because each time you enter a new pattern, the length is indicated to the right of the end measure. This pattern is a 4-bar ending, so simply ◆ to "OK" and press **ENTER**.

The tempo map has been created, and to view each event, ◆ to the "Map005" parameter in the upper left of the display, and rotate the [DIAL] left or right. You'll see the measure, tempo and pattern information for each event entered.

Practice Tip: If you like, you can practice playing guitar while the tempo map plays back. To do this, you'll need to press [TEMPO/RHYTHM] to select the "Setup" tab, ◆ to "Rhythm:Off" and press **ENTER** to turn "Rhythm:On" again. Press [IN/LOC1] to reset to the song beginning, then press [PLAY]. When finished, press [STOP], then press **ENTER** to turn "Rhythm:Off".

Record the new Tempo Map to stereo tracks:

The metronome and rhythm pattern playback can be assigned to any inputs and recorded. You can even add EQ and effects to the recorded tracks on playback. And of course, you can playback rhythm patterns and tempo maps without recording to tracks, as you record guitar or other instruments.

11. In the "Setup" tab, make sure that "Rhythm:Off" is indicated. (If on at this point, the sound will be recorded to the tracks in duplicate, and also to the master L/R bus).
12. Press [INPUT/TUNER] until you select the "Ch7-12" tab.

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13. ♦ to the “Ch11” icon and rotate the [DIAL] to the right, to select “L” (the last available setting). The upper left of the display indicates “RhythmL”.
14. ♦ to the “Ch12” icon and rotate the [DIAL] to select “R” (the last available setting). The upper left of the display indicates “RhythmR”.
15. Press [RECORD], and make sure that “Input” is selected as the record mode.
16. Press the [TRACK STATUS] key for Channels 11 / 12 so that it lights red (Record status), then raise the MASTER and 11 / 12 fader to “0”. Set the Channel 11 / 12 BALANCE knob to center.
17. Press [METER/TRACK VIEW], then press [REC] (REC and PLAY will flash) and you will hear the initial pattern in the tempo map (looping)...
18. Press [PLAY], and record the tempo map. After the tempo map has been recorded (32 measures), press [STOP].
19. Press [IN/LOC1] to reset to the song beginning, then press [PLAY] to playback the recorded Tempo Map.
20. Press [STOP] to stop playback, then press [IN/LOC1] to locate to the song beginning.
21. Press the Channel 11 / 12 [TRACK STATUS] key 2x, until the LED lights green (Play status).

Record a guitar track as the recorded rhythm track plays back:

22. Press the Channel 1 [TRACK STATUS] key until the LED lights red (Record status).
23. Check the [METER/TRACK VIEW] display and make sure it is set for “PreFdr” view. Play your guitar and adjust the Channel 1 fader and trim knob so that the input signal does not clip.
24. Press [REC], then press [PLAY], and record the guitar track.
25. Press [STOP] when finished, then press [IN/LOC1] to reset to the song beginning.
26. Press the Channel 1 [TRACK STATUS] key 2x, (green), then press [PLAY] to playback the song.

Creating an Audio CD on the D12

Go through this section once you have one or more songs completed on the D12.

You can produce an audio CD on the D12, if the optional Korg CDRW-1 drive is installed. Most consumer CD players will not playback CD-RW disks. If you plan to playback any D12 CD masters on consumer CD players, use good quality CD-R media for mastering.

Note: *You can also master to compatible external CD-R/CD-RW drives via the D12 SCSI connector.*

- ***Before a CD can be mastered on the D12, all track data must be mixed down to tracks 1 and 2.***
- ***If no audio data exists on tracks 1 and 2, you can bounce record tracks 3-12 to tracks 1-2 (see Owner's Manual, pg. 29 for more information).***
- ***If audio data does exist on tracks 1 and 2, you can create Virtual mixdowns of all 12 tracks, to tracks 1 and 2 Virtual tracks b-h. (Up to 7 mixes can be created, and the best Virtual mix can be selected for mastering). When writing to CD, the D12 writes from the audio source on the currently selected Virtual tracks. See the section in this guide titled “Create a 12-2 Virtual Mixdown”. Also see the D12 Owner's Manual, page 30.***

Once you've mixed down each of your songs to tracks 1 and 2...

Insert a blank region of audio at the beginning of the song:

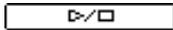
*This only needs to be done for the **first song** you write to CD, because some audio CD players may “skip” over the first several hundred milliseconds at the beginning of an audio track. Then in the writing process, the D12 automatically creates a two second region of silence before the next song is written to CD.*

1. Press [SONG/CD] until you select the “SongSel” tab.
2. Reset to the song beginning, then change the “Counter” display so that it indicates **minutes, seconds, and milliseconds** (“000:00.000”).
3. Press [STORE], then press [IN/LOC1] to store an IN point at the song beginning.
4. ◆ to highlight the millisecond location on the “Counter” (“000:00.000”), then rotate the [DIAL] to set the milliseconds to read “.300”.
5. Press [STORE], then press [OUT/LOC2] to store an OUT point.
6. Press [TRACK] until you select the “EditTrk” tab, and rotate the [DIAL] to select “InsertTrack”.
7. ◆ to highlight the “1” edit cell, then rotate the [DIAL] to read “1 – 2”.
8. ◆ to the “Exec.” button and press [ENTER], then ◆ to the “Yes” button and press [ENTER]. You’ve just inserted 300 milliseconds at the beginning of tracks 1 and 2.

Write and finalize a CD:

9. Press the **CD-R/CD-RW** drive eject button (on the drive itself), then insert a blank CD-R disk and press to close the drive bay.
10. Press [SONG/CD] until you select the “CDR/RW” tab.
11. ◆ to the “WriteToCD” button, press [ENTER], and a “Copyright” dialog box will appear.
12. Select the write speed (2x or 4x): ◆ to the “4x” button and press [ENTER] to select “2x” or “4x”. Then ◆ to “Yes” and press [ENTER]. The writing process will begin, and when the display indicates “Completed”, ◆ to “Yes” and press [ENTER].
13. Select the next song in the “SongSel” tab, then select the “CDR/RW” tab, and continue from step 11 above. **Note:** *All songs must be in two track format (tracks 1 and 2) before writing to CD.*
14. Once all of the songs are written to CD, ◆ to the “Finalize” button, press [ENTER], then ◆ to the “Yes” button and press [ENTER]. When the finalizing is completed, the CD will automatically eject.

Playback the new song from CD:

15. Re-insert the CD in the drive, then press [INPUT/TUNER] to select the “Ch 1-6” tab, ◆ to and set input channels 1 and 2 to “CD-L” and “CD-R”.
16. Press [SONG/CD] until you select the “CDR/RW” tab.
17. ◆ to the “Play/Stop” button in the display and press [ENTER] to playback the CD: 

Tip: For more information on CD mastering with the D12, see the Owner’s Manual, page 49 and 91.

Tips: After you’ve completed this guide, make sure to **Delete** all of the **copied** and **new** songs you created as you went through each exercise – see the **QuickSteps** that follow for the procedure. And you may want to **backup** the demo song to CD before deleting it from the internal hard disk.

QuickSteps

D12 Basic Operations

The following modules provide quick steps for basic operations. D12 Owner's Manual page references are included at the lower left of each module:

Note: Whenever you see "Select" in a QuickStep operation, always confirm the selection by pressing the **ENTER** key!

Creating a new song:

SONG key → SelSong tab → Select New → Select SongType and MixerSet → Select OK
→ OM pg. 21

Naming a song:

SONG key → SelSong tab → Select Rename → Select ClearAll → Select buttons in display to change characters → Select < > buttons to move cursor → Select OK
→ OM pg. 21

Selecting songs:

1. SONG key → With D12 stopped at current song beginning: Hold STOP and press REW 1 or more times to go to previous song(s) → Hold STOP and press FF 2 or more times to go to next song(s).
2. Or...SONG key → SelSong tab → Select song number → Rotate DIAL to go to new songs
3. Or...SONG key → SelSong tab → Select > at left of song → Rotate DIAL or Select arrows to move through song list → SELECT OK
→ OM pg. 22

Moving to the beginning or end of a song:

From a point within the song, hold STOP and press REW 1x, or press IN/LOC1 key if not assigned to another location / To move to the end of a song: From a point within the song, hold STOP and press FF 1x.
→ OM pg. 35

Using REW and FF keys during song playback:

While song is playing, press either key 1x to rewind or fast forward continuously → Press PLAY key to stop REW or FF and continue play from that point.
→ OM pg. 35

Changing Drives:

SONG key → SelSong tab → Select > at left of song → Select Drive → Select drive from list → Select OK
→ OM pg. 22

Connecting instruments and assigning inputs:

Connect instrument to appropriate front panel input (use front panel GUITAR jack for guitar) → INPUT key → Ch1-6 or 7-12 tab → Select "plug" icons to assign input to desired channel → METER/TRACK VIEW key → Select > to select PreFaderLev → Select OK → Play and adjust TRIM knob and Channel fader / MASTER fader / PHONE level knob
→ OM pg. 23-25

Using the built-in tuner with a guitar:

Connect guitar to front panel GUITAR jack → INPUT /TUNER key → Tuner tab → Select Input 1 → Set Calib: 440 Hz → Play and set tuning so that center triangle in tuner display remains highlighted for each string played
→ OM pg. 25

Auto-Punch recording:

AUTO PUNCH key → Select and set Counter location → STORE key: set IN point → Select and set Counter location → STORE key: set OUT point → Set desired TRACK STATUS to RECORD (red) → Select RolTime, pre-roll and post-roll time → Select AutoPunch:On → Press REC → Press PLAY → Recording begins at IN point and ends at OUT point → STOP
→ OM pg. 29

Manual-Punch recording:

Set desired TRACK STATUS to RECORD (red) → Press PLAY → Press REC at point of punch-in → Record the track → Press PLAY or REC at point of punch-out → STOP
→ OM pg. 28

Trigger recording:

Set TRACK STATUS to RECORD (red) → TRIGGER key → TriggerRec:On → Press REC → Play instrument: when input level exceeds threshold, recording will begin → STOP
→ OM pg. 31

Loop recording:

LOOP key → Select and set Counter location → STORE key: set IN point → Select and set Counter location → STORE key: set OUT point → Select Loop:On → AUTO PUNCH key → Select RolTime, pre-roll and post-roll time → Select AutoPunch:On → Set TRACK STATUS to RECORD (red) → Press REC → Press PLAY → Auto-punch recording at IN point and ends at OUT point, then continues to loop → STOP → Press UNDO key and select best take from list
→OM pg. 31

Recording on virtual tracks:

TRACK key → Vtr tab → Select Virtual track and set with DIAL → Set TRACK STATUS to RECORD (red) → Record the track → STOP
→OM pg. 27

Loop playback:

Set TRACK STATUS to PLAY (green) → Select and set Counter location → Set IN point → Select and set Counter location → Set OUT point → LOOP key → Select Loop:On → Press PLAY to start loop playback → STOP
→ OM pg. 33

Setting the Counter display:

SONG key → SongSel tab → Select the "clock" icon to the left of the Counter → Select time display → Select OK
→OM pg. 35

Moving to a specific time location with the Counter:

SONG key → SelSong tab → Select to highlight the Counter position desired → Rotate DIAL
→OM pg. 35

Storing and moving to Locate points:

Select and set Counter location → STORE key → IN/LOC1, 2, 3 or 4 key / To move to a Locate point, press the desired LOCATE key. Note: You can also set and recall Locate points during playback.
→OM pg. 35

Storing and moving to Mark locations:

SONG key → SelSong tab → Select and move to Counter location desired → STORE key → MARK key / To move to a Mark location: MARK key → Select Mark number → Rotate DIAL to desired number → Select Recall. Note: You can also set and recall Mark points during playback.
→OM pg. 36

Storing Scenes:

SONG key → Select and move to Counter location desired → Adjust Fader, Pan, EQ and Effects as desired → STORE key → SCENE key. Note: Scenes can be stored during playback and recording.
→OM pg. 39

Automatically switching Scenes during song playback:

SONG key → SCENE key on (red) → Select and move to Counter location desired → Press PLAY key
→OM pg. 39

Using the Scrub function to find a time location:

SCRUB key → Select > to select track → Select OK → Rotate DIAL to desired location
→OM pg. 36, 101

Using the Scrub function to playback tracks at half-speed:

SCRUB key → Select > to select track → Select OK → Press FF to playback → STOP
→OM pg. 101

Setting song tempo with the Tap Tempo method:

TEMPO key → Select TmpTrk tab → Select MeasTap or BeatTap → Select RecStart → Tap PLAY key as song plays → STOP at beat of next measure → Select SetUp tab → Select > to select TempoTrk → Reset song → Press PLAY key
→OM pg. 63

Rehearsal mode with Auto-Punch recording:

AUTO PUNCH key → Select and set Counter location → STORE key: set IN point → Set Counter location → STORE key: set OUT point → Set TRACK STATUS to RECORD (red) → Press RHSL key → Select and set AutoPunch:On → Press REC key → Press PLAY key → Rehearsal recording will begin → When ready to record, press RHSL key (unlit) → Press REC key → Press PLAY key → Record → STOP / Note: can also use with Loop Recording method
→OM pg. 112

QuickSteps

D12 Song and Track Editing

Tip: In Song and Track Edit tabs, you can select from the opened edit menus, or highlight the tab edit cell and rotate the [DIAL] to make selection quicker.

Song Editing

Note: Whenever you see “Select” in a QuickStep operation, always confirm the selection by pressing the **ENTER** key!

Copy Song: (copies entire song to internal or external drive)

SONG key → SelSong tab, select song to be copied → EditSong tab → Select > to select Copy → Select OK → Select destination internal song number and use DIAL to select (or Select Drive and select destination drive/OK) → Select Exec. → Select Yes → Select OK
→OM pg. 89

Move Song: (to change song order on internal drive)

SONG key → SelSong tab, select song to be moved → EditSong tab → Select > to select Move → Select OK → Select destination internal song number and use DIAL to select → Select Exec. → Select Yes → Select OK
→OM pg. 89

Delete Song: (deletes entire song)

SONG key → SelSong tab, select song to be deleted → EditSong tab → Select > to select Delete → Select OK → Select Exec. → Select Yes → Select OK
→OM pg. 89

Protect Song: (use to avoid recording over or modifying song data)

SONG key → SelSong tab, select song to be protected → EditSong tab → Select > to select Protect → Select OK → Select Exec. And “lock” icon appears / Note: Use same procedure to un-protect song
→OM pg. 90

Copy All Songs: (copies all songs from current drive to external drive / overwrites all data on ext. drive)

SONG key → EditSong tab → Select > to select CopyAll → Select OK → Select destination drive → Select OK → Select Exec. → Select Yes
→OM pg. 90

Track Editing

Note: IN-OUT-TO-FROM select regions are noted in parenthesis for each track edit procedure.

Note: Whenever you see “Select” in a QuickStep operation, always confirm the selection by pressing the **ENTER** key!

Copy Track: (copies selected region (IN/OUT) of track(s) from one region to another (TO))

TRACK key → EditTrack tab → Select > to select Copy → Select OK → Select destination track(s) and select repeat times → Select Exec. → Select Yes
→OM pg. 81

Insert Track: (inserts blank data in selected region (IN/OUT))

TRACK key → EditTrack tab → Select > to select Insert → Select OK → Select track(s) → Select Exec. → Select Yes
→OM pg. 82

Erase Track: (erases track(s) data in selected region (IN/OUT))

TRACK key → EditTrack tab → Select > to select Erase → Select OK → Select track(s) → Select Exec. → Select Yes
→OM pg. 82

Delete Track: (deletes track(s) data in selected region (IN/OUT))

TRACK key → EditTrack tab → Select > to select Delete → Select OK → Select track(s) → Select Exec. → Select Yes
→OM pg. 83

Swap Track: (exchanges track(s) data in selected region with same region of other track(s) (IN/OUT))

TRACK key → EditTrack tab → Select > to select Swap → Select OK → Select track(s) to swap → Select Exec. → Select Yes
→OM pg. 83

Reverse Track: (reverses track(s) region (IN/OUT) and copies to destination track(s) region (TO))

TRACK key → EditTrack tab → Select > to select Reverse → Select OK → Select destination and source tracks, select times to copy → Select Exec. → Select Yes
 →OM pg. 83

Optimize Track: (optimizes track data to prevent “disk busy” errors when blank audio regions occur)

TRACK key → EditTrack tab → Select > to select Optimize → Select OK → Select track(s) → Select Exec. → Select Yes
 →OM pg. 84

Exp/Comp Track: (expand/compress: time stretches audio data (IN/OUT) to fit in specific region (TO/END))

TRACK key → EditTrack tab → Select > to select Exp/Comp → Select OK → Select source/destination track(s) and times → Select Mode, select conversion mode and fixed or variable pitch → Select OK → Select Exec. → Select Yes
 →OM pg. 84

Copy Whole Track: (copies entire source track(s) to selected destination track(s))

TRACK key → EditTrack tab → Select > to select CpyWhole → Select OK → Select source and destination track(s) and Virtual track (a-h) → Select Exec. → Select Yes
 →OM pg. 84

Swap Whole Track: (exchanges entire source track(s) with selected destination track(s))

TRACK key → EditTrack tab → Select > to select SwpWhole → Select OK → Select source and destination track(s) and Virtual track (a-h) → Select Exec. → Select Yes
 →OM pg. 85

Fade Track: (performs a fade-in or fade-out on selected track(s) (IN/OUT))

TRACK key → EditTrack tab → Select > to select Fade → Select OK → Select track(s) → Select Mode, select “curve” for fade → OK → Select Exec. → Select Yes
 →OM pg. 85

Normalize Track: (boosts level of specific region (IN/OUT) for maximum level before clipping)

TRACK key → EditTrack tab → Select > to select Normalize → Select OK → Select track(s) → Select Exec. → Select Yes
 →OM pg. 86

Additional D12 Owner’s Manual References:

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D12 MIDI sync procedures	73 / 76
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