

## D1200 Operating System Version 1.03


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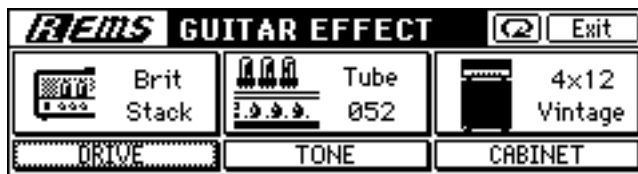
*This list describes the additions, enhancements and fixes that are contained in this Operating System.*

[Bug fix] When the D1200 was set up to slave to MTC (MIDI Time Code), the timing of the Manual Punch operation was incorrect. This has been fixed.

## D1200 Operating System Version 1.02

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[Added function] In each of the Modeling Modes (Guitar, Bass, Mic) a new  button has been added. Selecting this button and pressing the “ENTER” key will return the Modeling effect to the factory setting, undoing any edits you may have made.



[Improvement of function] When opening a dialog box that uses radio buttons, the cursor will automatically highlight the currently selected value.

[Bug fix] In the CD Mode, when using the TrackMonitor function (“Prepare” tab) turned ON and set to (SelTrks:1-2) no sound was output from the Left Channel if the RecMode was sent to Bounce. This has been fixed.

### < [Workarounds for Ver1.00](#) >

Change the RecMode from Bounce back to Input. Or, with the RecMode still set to Bounce, use channel pairing in the Input page to pair channels 1-2 together.

\*This symptom affects only the monitor output and it does not affect the internal data or the CD data.

[Bug fix] When executing “FadeTrack”, “NormalizeTrack”, “Exp/CompTrack” or “ReverseTrack” on a blank track (containing no audio), incorrect error messages would appear. The “DriveFull” message appeared when trying to execute “FadeTrack” or “NormalizeTrack”. The “Num of Trks” message appeared when trying to execute “Exp/CompTrack” or “ReverseTrack”. This has been fixed, and an appropriate error message will now be displayed.

[< How to avoid this situation running Ver1.00 >](#)

Do not try to execute these edits on an empty track. You can easily confirm the track contains data by using the TrackView function. Even if you attempt any of these functions, the data will not be affected.

[Bug fix] When executing “ErasePunchNoise” on data that contains a blank area of less than two seconds, the blank disappeared. This has been fixed.

[< How to avoid this situation running Ver1.00 >](#)

When executing “ErasePunchNoise”, set the In and Out points to avoid any blank areas.

[Bug fix] When executing “EraseSilence”, if the “OutTime” is set to an area where an Event is continuing to sound, the sound would fade out at that point. This has been fixed.

[< How to avoid this situation running Ver1.00 >](#)

Set the “OutPoint” to an area than has been recorded at less than -36dB for over two seconds.

[Bug fix] When executing “EraseSilence” on an area that does not contain any silent parts, the D1200 froze. This has been fixed.

< [How to avoid this situation running Ver1.00](#) >

Only execute "EraseSilence" on areas where data has been recorded at less than -36dB.

END.