

- **12-Tracks with 192 “V-Tracks”**
- **GT-6/6B Effects Engine Inside**
 - **EZ Compose Backing**
- **Pro Mixing & Mastering Tools**
 - **USB File Sharing**

12-Tracks with 192 “V-Tracks”

- **Never lose a take: Record up to 192 Tracks, then chose 12 for playback.**
- **Record two inputs at once from XLR inputs (phantom power), 1/4” TRS or Hi-Z.**
- **40GB hard drives provides approximately 120 hours of recording time.**
- **New feature let’s you record direct to the BR-1200’s internal CD-R/RW drive!**

GT-6/6B Effects Engine Inside

- **GT effects engine inside with 119 patches for guitar and bass players.**
- **COSM based effects offer legendary amp models and cabinet simulations.**
- **Quick, stomp box like editing with the BR’s three on-board control knobs.**
- **50 effects dedicated to Vocals and 50 more for line sources like keyboards.**

EZ Compose Backing

- **Fully programmable drum machine, bass sequencer and loop sequencing.**
- **Choose from 600 preset drum patterns, 583 bass lines or create your own.**
- **Import audio loops for a constant variety of real drum and bass performances.**
- **EZ Compose lets you create a pattern by choosing from a list of rhythm styles and sounds. No inputting of drum or bass notes required!**

Pro Mixing & Mastering Tools

- **5 separate multi-effects processors – no need for external effects.**
- **Separate 3-band EQ and compressor on every mixer channel.**
- **Vocal Tool Box with pitch correction and 3-part vocal harmony generator.**
- **Mastering Tool Kit pumps up your mix for that in-your-face CD sound.**

USB File Sharing

- **Transfer audio files from your BR to a PC/Mac for use in other applications.**
- **Import tracks, sample loops of SMF files from a PC/Mac into the BR.**
- **Backup BR-1200 song data to PC/Mac via USB for safekeeping.**

Load the Demo Song

Start by playing the demo song in the BR-1200CD:

- 1) Press **UTILITY**, then press the **F2** button twice.
- 2) Use the **TIME/VALUE** dial to select the song "Over My Head".
- 3) Press **ENTER** to load the song.

Show the Mixing Features

Let's play the demo song and check out the BR's mixing features:

- 1) Press **PLAY** and raise the faders for the **AUDIO TRACKS** and **MASTER**.
- 2) Press **EQ** in the **CHANNEL EDIT** section. Use the cursors to highlight "TR 1". Use the three **VALUE** knobs to change the EQ.
- 3) Press **COMP** and use the cursor to select "TR 3". Use the three **VALUE** knobs to adjust the dynamic control of the bass.
- 4) Press **CHORUS/DELAY**. Use the cursor to select "TR 2". Use **VALUE KNOB 1** to add delay to the lead vocal. Press **F1 [MIN]** to reset the delay when done.
- 5) Press **REVERB**. Use the cursor to select "TR 9/10". Use **VALUE KNOB 1** to add more reverb to the drum track. Press **F1 [MIN]** to reset the reverb.

Show the COSM based Guitar and Bass effects

Here's how to select and demo the BR's Guitar and Bass effects:

- 1) Plug a guitar or bass into the front **GUITAR/BASS** input jack.
- 2) In the **INPUT SENS** section, press the **GUITAR/BASS** button.
- 3) While playing the guitar or bass, raise the **INPUT 1** knob until the red **PEAK** light starts to flash. Lower the **INPUT 1** knob until the light no longer flashes.
- 4) Press the red **EFFECTS** button. Use the dial to check out different patches.

Show the Internal Drums and Bass with EZ Compose

EZ Compose lets you demo the BR-1200's rhythm arranger right away:

- 1) Lower all the **AUDIO TRACK** faders except for 8 (bass) and 9/10 (drums).
- 2) Press the **EZ COMPOSE** button in the rhythm arrangement section.
- 3) Press the **PLAY** button. Use the dial to select a rhythm style for "HH CYM".
- 4) Use the cursor to move to "No". Use the dial to change style variations.
- 5) Repeat Steps 3 and 4 for the "KICK SNR" and "BASS".
- 6) To try other chord progressions for the bass, press **STOP**, then **F2 [CHORD]**.
- 7) Press **PLAY** and use the dial to try out different chord progressions.
- 8) To add fills to the drum pattern, press **STOP**, then **F2 [FILL]**.
- 9) Press **PLAY**. Use the cursor and dial to change the fill placement (**INTERVAL**) and fill variation (**No.**). Press **STOP** when finished.