

Total Recall

Memory and backup for capture systems. And absolute freedom for players

A brilliant organ attracts many a brilliant organist.

And organists are artists. Phrasing, interpretation and registration are as personal as their name and address. They're private property. SSOS's Total Recall keeps them that way.

However many players an organ has, Total Recall keeps settings and memory levels safe. Regulars, visitors and students can store their own settings on a plug-in take-away card, make copies or create extra memory levels in the console itself.

- Commonsense button controls
- Can be installed up to 1000 feet away
- Suitable for CFM 100, 200, 300 and Multi-Level Capture systems
- Available either as an upgrade or built-in



Put it where you like

Total Recall connects directly to the organ's capture system. It can be nearby or 1,000 feet away, depending on the distance between the capture system and the console.

It's even more flexible with CFM. By fitting Total Recall to two consoles, they can share a single system and every single level stored on it.

Rather than blind you with science, we'll just help you build brilliant organs.



Using Total Recall

In two different modes

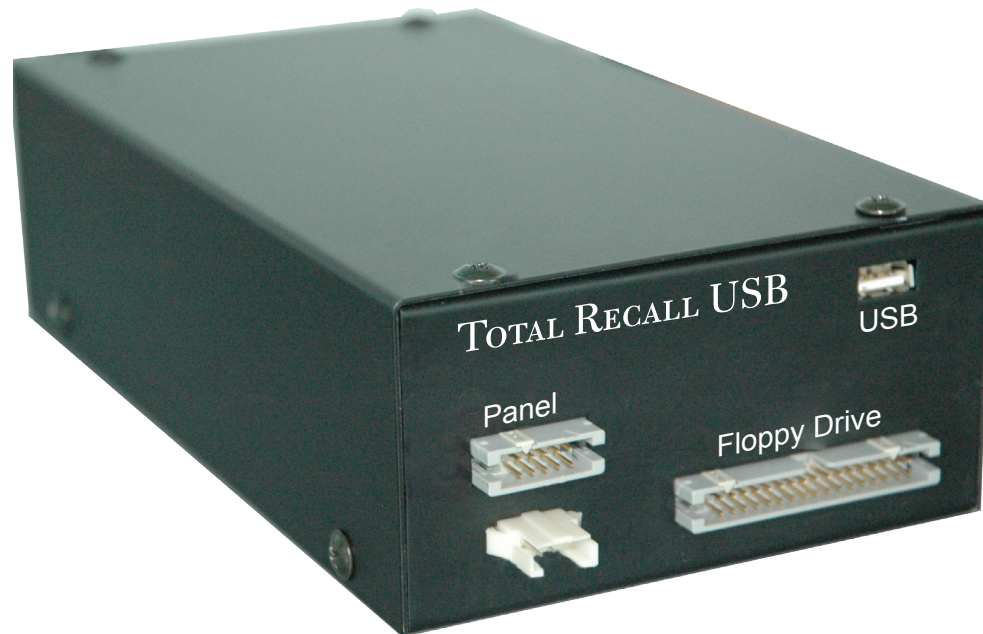
Total Recall can be used in two modes: "Live" and "Backup". They're settable in seconds. "Live" saves settings straight to the disk, while "Backup" creates more levels at the console.

With a Multi-Level Capture System

In "Backup" mode, Total Recall saves and restores a whole console's settings on a single card and offers 32 extra levels as well. Using "Live" mode, one card simply adds add up to 32 extra memory levels to the capture system.

With CFM

In "Backup" mode, a whole bank of memory levels can be saved to a card and fed back later to the console. And using "Live", one card creates an entirely new bank of levels.



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