

Total Recall USB

Total Recall
Operation Guide

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Introduction

Thank you for using Solid State Organ Systems products in your console. We hope that with Total Recall installed, you will experience greater flexibility from your instrument and a practical reliability that has become a trademark of all Solid State Organ Systems products around the world.

This operation guide explains how to use Total Recall as part of the Capture System installed in your instrument. There is a separate guide for installation and fault finding which your organ builder will have. You will find some troubleshooting tips in this guide to help you know whether your Total Recall is working correctly and whether you need to contact your organ builder or Solid State Organ Systems for further help.

We are always happy to supply extra copies, should you require them. You can also download this guide along with all our documentation from our website at www.ssosystems.com.

Because we are committed to continual and ongoing improvement we really value our customers letting us know how we are doing. If you have any feedback about Total Recall, or this Operation Guide, please do not hesitate to tell us using the contact details below.

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A Two Minute Tour

As its name suggests, Total Recall allows you to save all of the console settings stored within the Capture System onto the TR USB Memory Stick. These settings can then be totally recalled from the TR Memory Stick at your convenience.

Multiple copies of each TR Memory Stick can be made by repeating the TO DISK function at the console.

There are three methods of use:

- LIVE which adds a bank of 10 new levels of memory directly accessed and stored on each TR Memory Stick.
- BANK BACKUP which stores the entire contents of one bank onto a TR Memory Stick. From the Total Recall control panel TO DISK stores the information and FROM DISK recalls it.
- FULL BACKUP which stores the entire memory contents of the Capture System onto a TR Memory Stick. This is not limited to a bank of 10 levels, as in LIVE or BANK BACKUP method, but instead by the number of memory levels available at the console.

We recommend that users who are new to Total Recall begin by using the LIVE method.

An Overview at the Console

The Control Panel

There are only four controls required to operate Total Recall and all are contained on one simple panel (shown below). Each button has an accompanying lamp that indicates the state of that function including errors and progress through the task.



The complete Total Recall function is turned on and off using the PANEL ON button (top left). When the PANEL ON lamp is lit the other three buttons on the rest of the panel are operational.

First insert a TR Memory Stick, then push the PANEL ON button once to turn on.

On the right hand side of the panel are two buttons that are used for the BACKUP methods. With the panel on, these buttons will make and restore copies of the currently selected bank of memory levels.

- **TO DISK** will copy the contents of the bank of memory levels to the inserted TR Memory Stick.
- **FROM DISK** will copy the contents of the TR Memory Stick into the memory levels of the currently selected bank.

On the bottom left of the panel is a button marked LIVE. The LIVE method is used independently of the TO DISK and FROM DISK buttons.

With a TR Memory Stick inserted, pressing the LIVE button will temporarily create a new LIVE bank of 10 levels in the CFM. After pressing the LIVE button, the LIVE lamp will flash to show that the memory levels are being read from the TR Memory Stick into the new bank.

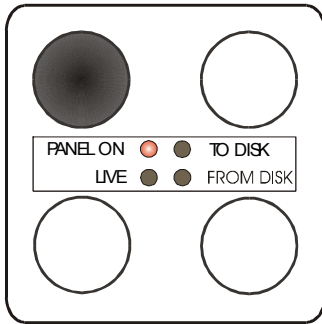
Pressing the LIVE button once again will turn off the LIVE lamp. The LIVE bank will be copied back to the TR Memory Stick before this temporary bank is removed.

Full details of these functions are explained later in this guide.

NOTE: Your organ builder may have provided their own control panel. The functionality will be the same but the switches and lamps may be arranged differently.

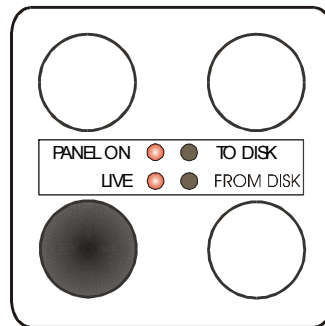
Using the LIVE Method

1. First, make sure a TR Memory Stick is inserted in the disk drive.



2. Push the PANEL ON button on the control panel.

The light on the TR Memory Stick will flash while the disk is checked and then the PANEL ON lamp will light and stay lit.



3. Once the PANEL ON lamp is lit, push the LIVE button and hold it in for three seconds until the LIVE lamp starts flashing.

The LIVE lamp will continue to flash and the TR Memory Stick lamp will come on as the data is being read into the Capture System.

4. When the LIVE lamp remains on with a steady glow the LIVE function is active and ready. The LIVE bank works like all other banks and you can switch from the Live bank to other banks as normal.

To maintain the speed of response you are familiar with, the Total Recall System does not save the new settings to the TR Memory Stick at this time but keeps them in the Capture System memory until the LIVE button is pressed once more to exit.

At this time, all registration settings within the LIVE bank are saved onto the disk. DO NOT remove the TR Memory Stick until the red light stops flashing.

IMPORTANT NOTE: If the power to the Capture System and Total Recall is switched off while in LIVE mode then all LIVE bank memories set since the last save to disk operation will be lost.

Which console settings are saved using the LIVE method?

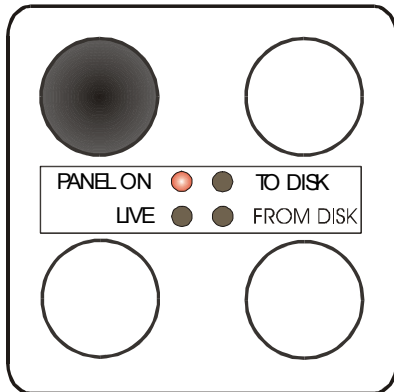
- All General and Divisional piston contents and their SCOPES from the 10 memory levels in the LIVE bank.
- Programmable Crescendos A, B & C (if fitted)
- All blind functions such as Tuttis, Ventil, Cancels and Settable Reversers
- All Console Composer and Sequencer settings.

Which console settings are **NOT** saved using the LIVE method?

- Crescendo Standard.
- Page Zero default memory for the clear function.

USING THE BACKUP METHODS

1. First, make sure a TR Memory Stick is inserted.



2. Push the PANEL ON button on the control panel.

The red light on the TR Memory Stick will flash while the disk is checked and then the PANEL ON lamp will light and stay lit

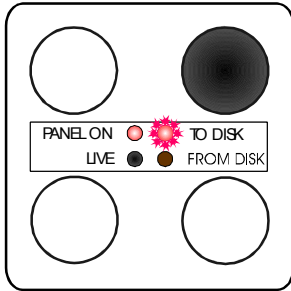
If this does not happen refer to the troubleshooting section on page 17.

You now have to choose from 4 options:

- BANK BACKUP if you are going to save console memory level settings from one bank to the TR Memory Stick.
- BANK RESTORE if you are going to restore previous memory level settings from the TR Memory Stick to one bank.
- FULL BACKUP if you are going to save all the console memory level settings from every bank, including Crescendo Standard, to the TR Memory Stick.
- FULL RESTORE if you are going to restore the entire memory settings from the TR Memory Stick. This will overwrite every bank and crescendo standard.

To Save one Bank from the Console Memory Levels to a TR Memory Stick

BANK BACKUP



On the CFM Control Panel select the bank that you wish to save.

Once the PANEL ON lamp remains constantly lit, push and hold the TO DISK button for approximately three seconds until the TO DISK lamp lights. The TO DISK lamp will then flash while all the settings of the selected bank are saved to the TR Memory Stick. At the same time the main CFM control panel will display Xfer (short for transfer).

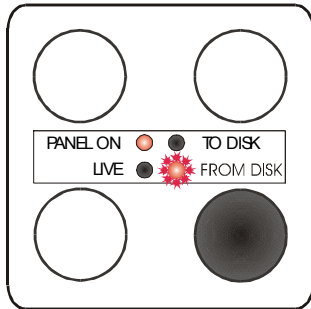
This operation will copy all 10 memory levels, Console Composer and Crescendos A, B & C from the current bank.

Warning – Pressing TO DISK will overwrite any existing bank stored on the TR Memory Stick and there will be no warning. Previous information will be lost.

When the backup is complete the lamp will remain lit continuously for a short while and then go out.

To Restore one Bank from a TR Memory Stick into the Console Memory Levels

BANK RESTORE



On the CFM Control Panel select the bank that you wish to overwrite.

Once the PANEL ON lamp remains constantly lit, push and hold the FROM DISK button for approximately three seconds until the FROM DISK lamp lights. The FROM DISK lamp will then flash while all the settings are read from the TR Memory Stick into the selected bank. At the same time the main CFM control panel will display Xfer (short for transfer).

This operation will copy all 10 memory levels, Console Composer and Crescendos A, B & C from the TR Memory Stick into the current bank.

Warning – Pressing FROM DISK will overwrite any existing information stored in the console memory levels of the current bank and there will be no warning. Previous information will be lost.

Which console settings are saved using the TO DISK backup method?

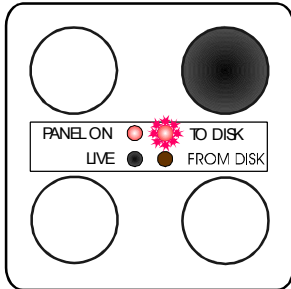
- All general and divisional pistons on all 10 memory levels of one bank
- Crescendos A, B & C of one bank
- All blind functions such as Tuttis, Ventil, cancels, settable reversers of one bank
- Console Composer memories for piston sequences

Which console settings are NOT saved using the TO DISK backup method?

- Piston, Crescendo and Console Composer memories from other banks
- Page Zero default memory for the clear function
- Crescendo Standard

To Save all Console Memory Levels to a TR Memory Stick

FULL BACKUP



Once the PANEL ON lamp remains constantly lit, push the TO DISK button and immediately press the PANEL ON button. Hold both in for approximately three seconds until the TO DISK lamp lights. The TO DISK lamp will then flash while all the memory levels are saved to the TR Memory Stick. At the same time the main CFM control panel will display Xfer (short for transfer) and the bank which is currently being saved.

This operation will copy every memory level on the console and is limited only by the number of banks that your Capture System is fitted with. FULL BACKUP will be a long process taking approximately 1 minute per bank.

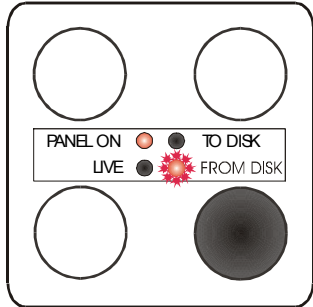
Warning – FULL BACKUP will overwrite any existing full backup stored on the TR Memory Stick and there will be no warning. Previous information will be lost.

Warning – Do not attempt to interrupt the backup process. Memories will get corrupted and subsequent system operation will be unreliable.

When the backup is complete the lamp will remain lit continuously for a short while and then go out.

To Restore All Settings from a TR Memory Stick

FULL RESTORE



Once the PANEL ON lamp remains constantly lit, push the FROM DISK button and immediately press the PANEL ON button. Hold both in for approximately three seconds until the FROM DISK lamp lights. The FROM DISK lamp will then flash while all the memory levels are read from the TR Memory Stick. At the same time the main CFM control panel will display Xfer (short for transfer) and the bank which is currently being saved.

As this will destroy any piston settings that you have made on the console it is suggested that you make a spare copy of these on a separate TR Memory Stick first using the FULL BACKUP command.

FULL RESTORE will be a long process taking approximately 2 minutes per bank.

Warning – FULL RESTORE will overwrite all existing information stored in the console memory levels and there will be no warning. Previous information will be lost.

Warning – Do not attempt to interrupt the restore process. Memories will get corrupted and subsequent system operation will be unreliable.

When the restore is complete the lamp will remain lit continuously for a short while and then go out.

Which console settings are saved using the FULL BACKUP method?

- All general and divisional pistons on all memory levels of all banks
- Crescendo A B C on all banks
- Crescendo Standard
- All blind functions such as Tuttis, Ventil, cancels, settable reversers
- Lock or unlock status of the memory and PIN numbers
- Console Composer memories for piston sequences
- Page Zero default memory for the clear function

Which console settings are **NOT** saved using the FULL BACKUP method?

- Nothing – everything is saved!

FLOPPY DISK OPTION ONLY:

Multiple Floppy Disk Backups

Total Recall is able to store data for the largest console you would want to play. However there is a limit to the number of stops that can be stored on a single floppy disk. Therefore, on larger consoles, the backup may spill over onto more than one floppy disk.

If this happens, the TO DISK lamp will flash rapidly at the end of a backup and the green light on the disk drive will go out. If this happens the system needs a new floppy disk to continue. Simply replace the floppy disk with a second one and push the TO DISK button again to continue and finish the process.

Restoring From Multiple Floppy Disk Backups

Floppy disks may be inserted into the disk drive in any order and Total Recall will restore the information from them into to the correct place.

When each disk restore has completed the FROM DISK lamp will flash rapidly until another disk from the set is inserted into the drive. When the full set of disks has been used (normally two or three) the lamp will extinguish and the system will be made ready to use by pressing any general piston.

Some Questions and Answers

Can I store LIVE, BANK BACKUP and FULL BACKUP data on the same TR Memory Stick?

Yes. Each TR Memory Stick will store one copy of the entire console backup, one copy of one bank and one set of live memories

What if I switch the console off when LIVE is still lit?

All the pistons that you have set in the LIVE bank will revert to their previous setting on the disk. The console memory will be unchanged.

If I accidentally hit FROM DISK?

It will not overwrite all your current settings unless you hold the button deliberately for at least three seconds. Also, switching off the panel when not in use using the PANEL ON button will prevent this.

What if I remove the TR Memory Stick when the LIVE light is lit and then realise?

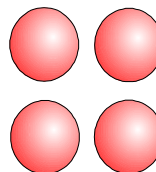
So long as the system is not switched off the Total Recall memories will be retained and putting the TR Memory Stick back in will be fine. Also inserting a new TR Memory Stick will save the settings to the new stick when the LIVE button is pushed.

Confirming Correct Operation of your Total Recall

If you have reason to suspect that the Total Recall function at the console is not operating correctly, the following routines can be used to help you decide whether you need to seek further assistance from your organ builder.

For each routine, first position yourself so that you can see the control panel clearly when you switch the organ on. If the Total Recall is operating correctly, all four lamps on the control panel will flash for a split second when the power is applied at start up. If not, please refer to “Total Recall not Responding” in the trouble shooting section later in this guide.

One flash = System OK



Important First Steps

Before looking at the Total Recall, first check that the Capture System is functioning normally.

Check that all the console piston functions are correct, and that you can set pistons and crescendo settings if they are present. For more information on this please refer to the Capture System operating guide that came with the system, download a new one from the SSOS website at www.ssosystems.com or call us for a free replacement.

Only when you are confident that the Capture System is known to be OK should you move on to check the Total Recall as follows:

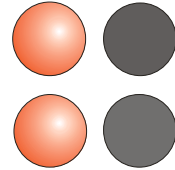
- First, insert one of the TR Memory Sticks that came with the system into the drive.
- Second, push the “PANEL ON” button on the control panel.

A more detailed procedure for the following may be found earlier in the operating guide but for completeness of these instructions the following will check that the system is functioning correctly.

Checking Live Mode

- Confirm that only the PANEL ON lamp is lit (the other three on the control panel should be off).
- Now press the LIVE button on the Total Recall control panel, and wait for the LIVE lamp to come on and remain lit. (If it doesn't, then refer to the troubleshooting section on page 16).
- The CFM should now show that it is on bank L (Live) level A (L-A in the display)
- Now push general and divisional pistons. If a new TR Memory Stick is being used and all is well, they should be blank and recall no combinations.
- Prepare and set some combinations into these pistons and double-check that they are correctly saved in the pistons on the memory level.
- Now press the LIVE button once again for 3 seconds and wait for the LIVE lamp to go off.
- The CFM should now have reverted to the bank you were on when you started.
- Turn LIVE back on and check that the pistons contain what you set into them previously.

LIVE MODE



TROUBLE SHOOTING

Total Recall not responding:

If you have followed the routines described in “Confirming Correct Operation of Your Total Recall” and have been unable to get a response then you will need to refer to the installation manual. You may need to contact your organ builder for help with this.

PANEL ON button or lamp does not work:

Confirm that the four red lamps flash briefly when power is first applied (i.e. the organ is switched on). If they do not then you will need to refer to the installation manual. You may need to contact your organ builder for help with this.

If they do, then carry out the routines described under “Confirming Correct Operation of Your Total Recall” in this guide to double-check correct functioning or collect any information that may be helpful to resolving the issue with your organ builder.

Check that you are using a genuine SSOS TR Memory Stick

PANEL ON lamp flashes twice when the PANEL ON button is pushed:

If the PANEL ON lamp flashes twice after the PANEL ON button is pressed, then stops for a short period then flashes twice again, there is a disk error.

Some things to check:

- Is there a TR Memory Stick in the slot?
- Is the TR Memory Stick pushed in and the red light on?
- Is the TR Memory Stick a genuine SSOS one?
Contact us to buy correctly configured memory sticks.
- Has the TR Memory Stick been used to store files from a computer?
Try removing these files.
- Has the TR Memory Stick been corrupted by unplugging it without switching off the panel?
If the TR Memory Stick is corrupted try "quick formatting" it in a computer.

PANEL ON lamp flashes four times when the PANEL ON button is pushed:

If the PANEL ON lamp flashes four times after the PANEL ON button is pressed, then stops for a short period then flashes four times again, there is a connection problem between Total Recall and the Capture System. You may need to contact your organ builder for help with this.