

TOTAL RECALL USB

Total Recall USB for the MultiLevel Capture System

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 MultiLevel Capture System installed in your instrument. There is a separate guide for installation and fault finding which your organ builder will have. But 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 onto the TR USB Memory Stick all of the console settings stored within the MultiLevel Piston Capture System. 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 two methods of use:

- LIVE which replaces the first 32 memory levels¹ at the console with 32 levels of memory directly accessed and stored on each TR Memory Stick.
- BACKUP which stores the entire memory contents of the MultiLevel Capture System onto a TR Memory Stick. This is not limited to 32 levels as in LIVE method, but instead by the number of memory levels available at the console. From the Total Recall control panel TO DISK stores the information and FROM DISK recalls it.

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

¹ On very large instruments this may be limited to 8 Memory Levels, SSOS or your organ builder can advise. Systems shipped in 2007onwards do not have this limitation.

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 method. With the panel on, these buttons will make and restore copies of the entire contents of the MultiLevel Capture System memory levels.

- TO DISK will copy all the contents of the 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 MultiLevel Capture System..

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 replace the contents of the first 32 memory levels (this may be reduced to 8 levels in large consoles). After pressing, the LIVE lamp will light to show that the memory levels are being read from the disk into a temporary memory area of the MultiLevel Capture System.

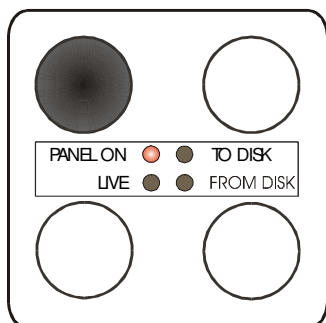
Pressing the LIVE button once again will turn off the LIVE lamp and the MultiLevel Capture System will revert to the original memory levels that were set.

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.

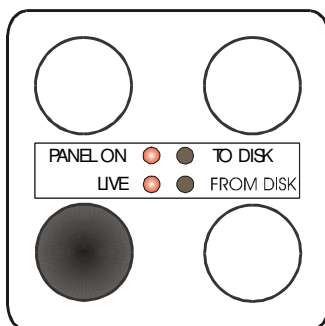
Using the LIVE Method

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 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



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

The LIVE lamp will flash approximately ten times and the red TR Memory Stick lamp will come on as the data is being read into the Total Recall memory.

4. When the LIVE lamp remains on with a steady glow the LIVE function is active and ready. Any pistons now set at the console within levels 1 to 32 (1 to 8 for larger consoles) will be recorded into Total Recall memory not into the main MultiLevel Capture System memory.

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 its own memory until the LIVE button is pressed once more to exit.

At this time, all registration settings within memory levels 1 to 32 are saved onto the disk. DO NOT remove the TR Memory Stick until the red light stops flashing.

As soon as the LIVE button is pushed to exit, the MultiLevel Capture System reverts to the main memory levels. You do not need to wait for Total Recall to complete saving to the TR Memory Stick before using the MultiLevel Capture System and console pistons again.

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

Which console settings are saved using the LIVE method?

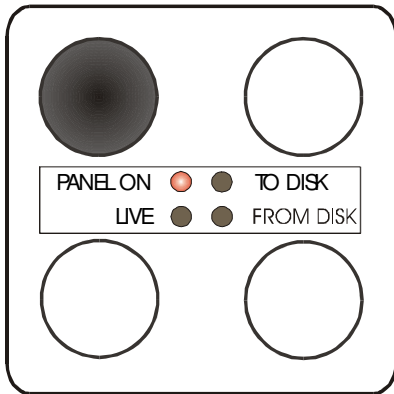
- All General and Divisional piston contents from the first 32 memory levels. (8 levels on some larger consoles)
- Programmable Crescendo A (if fitted)
- All blind functions such as Tuttis, Vents, Cancels and Settable Reversers
- The Lock or Unlocked status of the memory levels
- Any optional LIST piston sequencer memories on the first 32 levels. (8 levels on some larger consoles)

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

- Crescendo Standard, Programmable Crescendos B and C.
- Page Zero default memory for the clear function.

USING THE BACKUP METHOD

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



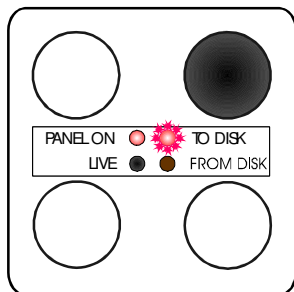
2. Push the PANEL ON button on the control panel.

The 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 16.

You now have to choose whether you are going to save your console memory level settings to the TR Memory Stick, or restore previous memory level settings from the TR Memory Stick to the console.

To Save the Console Memory Levels to TR Memory Stick



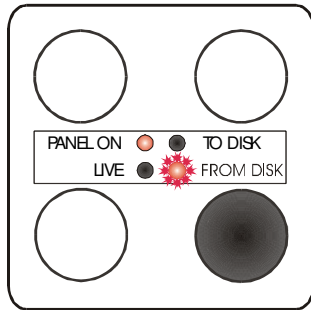
Once the PANEL ON lamp remains constantly lit, push and hold the TO DISK button for approximately three seconds until the TO DISK lamp lights. The TO DISK lamp will then flash for approximately one minute as all the memory levels are saved to the TR Memory Stick.

This operation will copy every memory level on the console and is limited only by the number of memory levels that your MultiLevel Capture System is fitted with.

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

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

To Restore Settings from a TR Memory Stick into the Console Memory Levels



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 for approximately one minute as all the memory levels are read from the disk.

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 TR Memory Stick first using the TO DISK command.

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

When the back up is complete the lamp will remain lit continuously for a short while and then go out. When the restore is completed simply push any general piston to reset the console.

Because Total Recall restores information directly into the MultiLevel Capture System memory levels you will observe changing effects on the console during the FROM DISK progress. This is nothing to be concerned about and is a normal part of the restore process.

FROM DISK will leave the console at the same memory level that was selected when the TO DISK back up was performed. So if you were on level 23 when you pressed FROM DISK, then the console will return ready at level 23 to continue.

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

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

Which console settings are **NOT** saved using the TO DISK 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 back up 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 both LIVE and BACKUP data on the same TR Memory Stick?

Yes. Each TR Memory Stick will store one copy of the entire console backup (all levels) and one set of live memories

What if I switch off when LIVE is still lit?

All the pistons that you have set in the Total Recall LIVE memory 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?

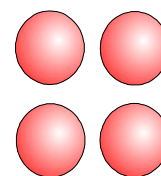
So long as the system is not switched off the Total Recall memories will be retained and putting the TR Memory Stick back in will be fine. Also inserting a new TR Memory Stick will save the settings when the LIVE button is pushed to the new stick.

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 “System 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 MultiLevel 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 MultiLevel 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 MultiLevel Capture System is known to be OK should you move on to check the Total Recall as follows:

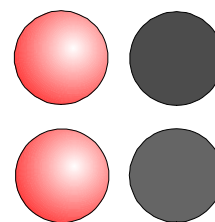
- First, insert one of the TR Memory Sticks that came with the system into the drive.
- Second, push the “PANEL ON” button on the control panel.

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 the PANEL ON lamp only is lit (the other three on the control panel should be off).
- Select Memory Level 1 on the MultiLevel Capture System.
- If there are combinations set on this level, remember what they look like. If the level is either blank or contains meaningless combinations set some that you can remember on both general and divisional pistons.
- 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).
- Now push the same 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 new and different 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 to turn the LIVE lamp off.
- Press the same selection of pistons to confirm that the original combinations set in the MultiLevel Capture System have correctly returned.

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 memory stick a genuine SSOS one with our logo on it?