Recall Version 3.0
Operator's Handbook

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1. GETTING TO KNOW NEVE RECALL

1.1. Installation

Please refer to the Technical Manual for details of the installation procedure. This must be done by a Neve Technical Service Engineer or by the Studio Technical Engineer.

1.2. Introduction

The Neve Recall System is an optional addition to the Neve VR consoles. All VR consoles are supplied ready to accept the AT compatible computer, high resolution VGA colour graphic display and Neve VR Software which enable storage and Recall of rotary pushbutton and fader controls. The system may be used in either automatic or individual channel mode and has been designed with the emphasis on ease and speed of operation, with crystal clear full colour graphics and many unique features. This allows you to return to a project later in the confidence that you can immediately re-create the sound, even in a different studio; it allows studios to interleave jobs. The recall system is automatically available at switch-on unless Flying Faders are fitted, in which case recall is invoked by selecting Recall on the Flying Faders system menu.

The Neve Recall System is made easy to use for the novice by displaying most of the available operations at the top of the screens and a comprehensive system of prompts and messages at the bottom of the screen. The system structure is very simple as can be seen from the flow chart overleaf. Moving down through the system structure requires the correct function key to be pressed or a prompt line instruction to be followed. Most alpha/numeric entries are entered with 📹. Returning to a higher level if not automatic, is achieved by using the 📹 Key.
1.3. The Keyboard.

The Neve Recall System is operated via the alphanumeric keyboard located in the monitor section and viewed via a VDU. (Where Flying Faders are fitted the control equipment is common). The keyboard is based around a standard QWERTY keyboard layout with a number of additional function keys as shown overleaf. The specific operation of the keys is described opposite.
1. Getting to know Recall

**Figure 1.3 List of Key Functions**

- **ROUTE**
  - S1
  - DYN
  - S2
  - AUX
  - S3
  - EO
  - S4
  - ALL
  - S5
  - MON
  - S10

- **SHIFT**

  - Selects opposite case for letters and the upper character of two character keys
  - Cursor moving keys

- **RETURN**

  - EXECUTE

  - (Pressing these has the same effect)

- **CANCEL**

- **LOAD**

- **RECALL**

  - Cancels a command and moves up to the previous screen in the menu tree

  - Copies channel information to other channels used if the console/desk has been cross patched.

  - Exits Recall if pressed at Top Level Menu with no list showing
1.4. Screens

**Text Screens**

Text Screens are used to manipulate record keeping information. They are edited using the alphanumeric keyboard. Text screens are used to record information such as:

1. Channel Allocation
2. Session Details
3. Client Name
4. Project Name
5. Studio Name
6. Track Information
7. Console Layout

Text Screens can be accessed through the Top Level Menu by pressing \text{Text}. An area at the bottom of the screen will be displayed with a flashing red cursor. This area can be used for storing information (text) which may be essential for the operator to know.

**Control Screens**

Control screens are representations of the console control panels; i.e. input/output channels and monitor panel. Colours are extensively used in this mode and interaction is both through the alpha–numeric keyboard and the controls themselves. Depending upon the operational mode, they may be either static displays or dynamically interactive with the actual controls. The control screens are an exact representation of the console control surface. Mode and display control information are presented in a text box at the bottom of the screen.
1. Getting to know Recall

1.6.1. Show Floppy Disk Contents:

This command lists the stores (or files) and directories held on the floppy disc currently in the disc drive. Position the cursor and press.

1.6.2. Check Floppy Disc:

This function looks at the disc and checks that all the disc sectors are ok. Position the cursor and press.

1.6.3. Format Floppy Disk:

This function arranges the storage areas and indexing on a blank disc into the necessary format. A good quality double-sided, high-density 3 1/2" disc (usually denoted 3.5, DS, HD) must be used for the 1.4 Mbyte format used in this system.

**HEALTH WARNING:** Do not attempt to reformat a disc which already has data written on it as this will result in total loss of all data on the disc. No warning is given if the disc to be formatted already contains files.

It is recommended in cases of doubt that the disc contents are checked using the Check floppy disk command before any attempt is made to format the disc.

Position the cursor and press.

Press and.

The screen returns to the disc commands and formatting is complete.

To protect against overwriting existing data, place a write protect tab over any disc which contains files and label the disc correctly. Please note: A disc formatted under Flying Faders is suitable for use here and vice versa.

1.6.4. Prepare floppy disc for recall backup:

This is necessary to enable the recall data to be stored on the floppy disc. It arranges the information storage in such a way that the same disc can be used for Flying Faders and recall data without risk of mutual erasure.

Position the cursor and press.
WARNING:

In order to restore the information from the floppy disk, the hard disk target area must be cleared. This means that all the recall information presently on the system, for that particular client and project, must be erased. This action is performed automatically but to prevent accidental erasure, a warning screen is displayed and two positive decisions are required before the data erasure and subsequent floppy disk restore can proceed.

If the hard disk information needs to be retained it must be backed-up BEFORE using the restore function.

This function can also be used to remove all the recall data from the hard disc, if required. The procedure is carried out in the normal way but without a floppy disc in the system.

Position the cursor and press \[\text{Enter}\]

The following will be displayed

\[
\begin{array}{|c|}
\hline
\text{Please Wait} \\
\text{Project titles and stores being restored from disk.} \\
\hline
\end{array}
\]

\[
\begin{array}{|c|}
\hline
\text{Warning!} \\
\text{Client:} \\
\text{Project:} \\
\text{Do you wish to load this project?} \\
\hline
\text{Press Y to load.} \\
\text{N to terminate.} \\
\hline
\end{array}
\]
2. GUIDED TOUR OF RECALL

2.1. Introduction

The VR Recall system operates from the same computer as Flying Faders and there is a degree of interaction between the two systems, in particular the Client, Project, Title hierarchy and channel ID is automatically copied from Flying Faders to Recall.

Control of Recall is via the console's keyboard where certain keys operate as dual function shared between the two systems. It is not possible to address the Recall system from the mouse/trackball, instead the cursor is controlled via the arrow keys. There are two types of screen: Text and Control. The Text screens are used to command and display the system's operation and the Control screens are graphic representations of the console. The basic operation is very simple but there are additional more complex functions available.

As many as 999 stores can be kept per Title; each will carry a number, an optional name, the date it was created and many lines of user text, four of which may be displayed at any one time. A store can comprise the entire console or just pre-defined areas, for example channels 10 to 30 only, or EQ section only. It takes only 2.5 seconds for the computer to scan through a 60-channel console and record all the controls. In addition, channel (Primary) and small fader (Secondary) ID information can be saved in a Channel List. Data can be stored on hard and floppy discs where they will be filed under the appropriate Client.

2.1.1. Delete Function

The DELETE function is designed to operate from all hierarchical levels, that is DELETE can be implemented from the CLIENT, PROJECT, TITLE or STORE level. All data under the selected level is then deleted from the system.

2.1.2. Cancel Function

The CANCEL function is also designed to be operated from all hierarchical levels, cancelling functions which may have been undertaken in error or returning to a previous level in the menu system.
NAME (eg. Never Ending Story) – Enter name at keyboard

- or -

- this ends Title creation.

2.3.3. Client/Project/Title Structure and Editing

In a similar way to Flying Faders, store data can be stored under additional levels of hierarchy. The highest of these levels is CLIENT; under each CLIENT there can be several PROJECTS and under each PROJECT there can be several TITLES.

CLIENT and PROJECT lists are displayed in an additional window which is displayed in the TOP LEVEL (Titles) menu when required. When selected the CLIENT and PROJECT names are displayed in the main screen information.

Press [TAB]

The Client List will be displayed

Press [TAB] again

The Project List will be displayed

To Create new Client or Project Headers

Select the Client or Project list as previously described, at the bottom of the screen will be displayed:

Select Project : New/Exec/Name/Tab/Cancel

Press [NEW] followed by [NAME]. The cursor will flash in the Client box, key in the name of the new client and press [EXECUTE/RETURN]. The name of the new client will now be displayed and the Project List will automatically be displayed. To edit the Project List, follow the same procedure as the Client List.

2.3.4. To Fill in Channel List

Select Title – Using the cursor arrow keys to highlight the required title.

Open Channel List – Press (Shift Key Plus) [CHANNEL]
To View existing Text

If you wish to view the Text on any given Title, highlight the title and press the text button. The text window will appear at the bottom of the screen. To exit without modifying the text, Press [C].

To Edit existing Text

Select the Title and proceed as previously described. When the text window is displayed Press [NAME]. The flashing cursor is displayed at the end of any existing text and may now be modified. When editing is finished Press [EXIT] to save the changes. Pressing [QUIT] will give the option to exit without saving or to save the changes.
Channels

To store all the settings for a specific channel, select S6 for all as above, Press \[ EXTRACT RETURN \] and select the required channel(s) via its Solo button. Confirm selection by Pressing \[ DIRECT RETURN \].

To return to the Top Level Menu press cancel

2.4.3. To Recall a Store

Data can be selectively stored at the PROJECT level. Once a PROJECT and the TITLES and STORES made under it have been selected accessing the disc facilities and saving the store to a floppy will store all the TITLES and STORES under that PROJECT.

Select Title  
Use cursor arrow keys to highlight required title

Open Store List  
Press \[ STORE LIST \]

Select Store  
Use cursor arrow keys to highlight required store

Recall  
Press \[ RECALL \] (Mix Pass function key)

2.4.4. Hold

For Hold, press \[ H \]

Response: Interactive Monitor Screen displayed

The knobs and switches which are incorrectly set will be illuminated on the screen with their cap colour for easy identification. Depressing the switch or rotating the knob until its pointer aligns with the pink dot on the screen will correctly reset the control. When all controls are correctly reset a yellow \[ RESET \] flag will be displayed at the bottom of the screen.

Prompt: Enter the channel number or cancel

Select channels using \[ SOLO \] or numeric keys

Response: Interactive Channel Screen Displayed

Reset channel module settings as described previously.

A Red STATUS flag illuminated at the bottom of the screen, indicates that the Monitor Section STATUS buttons are incorrectly set.
Press: **EXECUTE/RETURN** for complete console channel scan
Reset the interactive channel screens as they are displayed.
Wait for final check and the **OK** screen.

**Selected Channels Only**

When only a specific range of channels needs to be scanned. Set Recall into Auto mode as above.

At the Prompt: [Start=1 Stop=n, Exec/Return /Select Channel/Cancel]

Enter the Start Channel number using the numeric keypad and
Press **EXECUTE/RETURN**

Enter the Stop Channel number in the same way or via the Solo button on the Channel Module.

Reset the interactive channel screens as they are displayed.
Wait for final check and the **OK** screen.

To return to the Top Level Menu press **CANCEL** twice.
The following section contains information which may be useful to the operator. It has been arranged in alphabetical order and cross referenced where appropriate to the appropriate sections in this handbook.

**Automatic Scanning Mode** (See Section 2.4.5.)

The automatic scanning mode scans the console three times and automatically identifies which (if any) channels need resetting. The scanning facility stops at the first channel which needs resetting, showing which panel needs resetting. The panel must be reset before the scan can continue. A particular block of channels can be selected for the scan via either the keyboard or the buttons. The monitor screen is not included in the automatic scan but can be selected for display. See **Hold Mode** in this section.

**Important:**

The automatic scanning mode only scans the channels and does not check the monitor controls. This means that the OK screen will appear when the channels only are correct. The master status buttons, if incorrect, will put the status flag on the channel screen to warn of this. This will only be displayed if the channel screen is called for resetting. Therefore it is recommended to always check the monitor setting. To select the screen use the S10 key. (See **Monitor Screen** in this section).

**Channel List** (See Section 2.3.4.)

A record of primary and secondary channel use.

**Colour Coding**

A simple system of colour coding is used to assist the operator to reset the console controls. Controls which require resetting are displayed in their actual colours whilst those already reset are displayed in the grey background colour. When a control has been correctly reset, its colour on the screen automatically reverts to the background colour. LEDs and lamps are displayed in the (ON or OFF) state that they actually appear on the console.
In the last situation, it must be noted that the large console stores, although unable to be directly recalled or presented without the use of the copy facility can be viewed in its entirety (See under View in this reference section).

Copy only manipulates the presentation of the stored information and will not alter or update the store database in any way. If the new console arrangement is required for subsequent recall, then a new store must be made of the final arrangement.

Copy only works on previously stored information and will not manipulate channel settings of the current console state; a store must be made first.

Access is by the copy key (in the recall hold mode),

Press

The following will be displayed:

Enter channel number to be copied

The channel number is entered via the keyboard and terminated with

Numbers up to a maximum of 96 can be entered and the system will read the selected store or display the message

Channel not stored if no data is found.

This number may be larger than the number of channels in the present console if the store was originally made on a larger console, larger numbers or other invalid entries cause the copy function to be ignored.

A white flag appears on the already displayed target channel, to show that it’s own store has been overwritten by the copied channel’s store.

Delete

Titles and stores can be deleted by highlighting the selected item with the cursor and pressing the key.

Diagnostics (See Section 1.5 Hidden Access Commands)

These are software routines provided to allow the studio engineer to verify parts of the recall system.

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Record Active Flag

If the multitrack and two track/four track master tape machines have their record tallies connected to the console and the operator attempts to make or recall a store when either of the machines are in the record state, the record active flag is displayed, with the prompt line. Access to the on-line console functions store and recall is inhibited. Pressing any key takes you back to the List menu.

The reason for inhibiting access to the on-line functions is that they activate the console scanning system which creates some low level noise (buzz) which could be recorded onto the tape. (It is therefore advisable to use the record tallies to prevent any ‘accidents’).

Reset Cancelled Screen

This screen is displayed if the Automatic Scanning Mode is cancelled. The following message is displayed:

At this stage an inspection can be made of the console which will show solo lamps illuminated on the scan start and stop channels and also on any channels which have either been skipped, or were not included in the original store.

The screen prompts. Any key pressed will return to the list (stores) menu.

Reset Flag

The reset flag is a large yellow flag displayed on the channel or monitor screens indicating that all of the controls displayed have been reset to their stored positions. Note that this flag applies only to the particular screen that is currently displayed, so that if a reset flag appears on a zoomed-in screen for example the equalizer section, it means, that, only that section has been reset rather than the whole channel.

Skip

This is used in the automatic scanning mode to allow channels which may not be required in the scan to be skipped or bypassed.

There can be a variety of reasons for wishing to skip a channel; it may not be required in the recall set-up, it may have been removed from the console for maintenance, or
Store – Renaming
Renaming a previously created store.

Store – Viewing
Displaying a selected store.

Text Screens
Text screens are text based screens used to display and manipulate record keeping information.

Title (See Section 2.3.1.)
A title is any convenient sub-division of a recording session, which can be given a name and allocated a number. A title provides a heading and location for one or more stores.

View Channel List
Viewing the record of primary and secondary channel use associated with a particular title.

View Screens
The view screen displays are similar to the recall displays; monitor, full channel and zoomed sections are all available in the same way. The screen shows positions of switches and rotary controls and use LED indicators and colour coding for off and on switch functions in the same way as the recall screen. Because view is off-line and therefore not interactive with the console, the displays and therefore the controls are given in full colour, effectively showing a photographic view of the console controls at the time of the store.

Zoom
The zoom function which is available in both store and recall, allows sections of the channel module to be displayed in an enlarged form. Zooming can be used to advantage if, for example, only the equalizer sections are required to be reset. It is a useful facility should the operator prefer to reset the console a particular section at a time or if the enlarged display is preferred. To zoom in to a particular panel, the selected target area key (S1 to S5) should be used. To zoom out (to the full channel display) the (S6) should be used.