# Total Recall™

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Total Recall™

Introduction

Total Recall (TR) allows the positions of all controls on the I/O modules, fader levels and Control Group thumbwheels to be read by the computer and stored either on Data Cartridge or Reel disc. Each record of the console state is called a SETUP and is stored under the current TITLE. The only limitation to the number of SETUPS stored is the storage space available on the Reel.

Using Total Recall

Creating a Setup

To store all module information, fader levels and thumbwheel settings type:

NAME SETUP (Name) EX

```plaintext
# Name setup
Press switches for faders
grouped to independent
Press EXECUTE to store
setup
```

```
* * Solid State Logic * *
3:42 pm 4 MAR 1988
```

```
reel : JINXS
drive A
4046 sector
created 23 FEB 1988
```

```
artist : THE GROOBERS
client : SOUNDFAUCE
producer : 
engineer : 
assistant : 
```

```
eq : 
nr : 
speed : 30 sample rate : 
```

Figure 1
The module controls and switches are now scanned by the computer and the position of each one recorded as part of the SETUP.

Press the fader status buttons of all faders set to I - 'Independent' (see Figure 1). The red fader status LED will indicate that the computer has registered this. If the console is fitted with Patchable VCA faders, their red LEDs will be on, indicating that Total Recall does not store their thumbwheel assignments.

Press EXECUTE

The SETUP is now stored and the screen will display the Setup list with the amount of Reel storage used:

```
Press EXECUTE to store setup
3932 sectors left:
4% of reel used.
#
```

![Figure 2](image.png)

The system records thumbwheel settings for all faders automatically, other than those set to I. To store a SETUP where no thumbwheels are set to Independent, type: NAME SETUP (Name) EX, followed by a second EX as soon as you like.
Listing Setups

The Setup List is displayed by entering:

LIST SETUP EX

SETUPS stored for the current TITLE will be listed. Pressing the ↓ cursor key displays the times and dates when the SETUPS were recorded. Pressing the ↑ key displays the (extremely long) Setup name page again.

Playing Setups

While the system is displaying TR, it will only respond to TR commands. The SETUPS are recalled by typing:

PLAY SETUP (Name) EX

This will call up three displays. (If this is the first request after the program was loaded, the system will need a few seconds to load Total Recall.)

The RGB monitor will display the stored thumbwheel settings of the Control Group faders. The monochrome display will look like Figure 3. On the console, the fader LEDs will flash where any fader is not in the position stored in the Setup.

Displaying setup 1*
Press:
A for AutoScan
T for thumbwheel settings
COPY to swap modules

1:10:28.22
MIX ENABLED

setup created from 72 channel console

Figure 3

If any groups were in use when the SETUP was stored, the first thing to do will be to set the channel and grouper thumbwheels correctly, as obviously this will have a bearing on the fader level settings. If you are only interested in channel settings such as EQ and Dynamics etc., turn to Page 6-7.
To set the thumbwheels, press 'T'. A list will appear on the monochrome display, similar to this:

```
Displaying setup MANUEL
Press:
A for TR AutoScan
T for thumbwheel settings
COPY to swap modules
```

<table>
<thead>
<tr>
<th>UCA THUMBWHEEL SETTINGS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 17 4 33 1</td>
</tr>
<tr>
<td>2 1 18 0 34 1</td>
</tr>
<tr>
<td>3 1 19 0 35 1</td>
</tr>
<tr>
<td>4 1 20 0 36 1</td>
</tr>
<tr>
<td>5 1 21 0 37 1</td>
</tr>
<tr>
<td>6 1 22 0 38 1</td>
</tr>
<tr>
<td>7 1 23 0 39 1</td>
</tr>
<tr>
<td>8 1 24 0 40 1</td>
</tr>
<tr>
<td>9 2 25 7 41 0</td>
</tr>
<tr>
<td>10 2 26 7 42 0</td>
</tr>
<tr>
<td>11 3 27 7 43 0</td>
</tr>
<tr>
<td>12 3 28 0 44 0</td>
</tr>
<tr>
<td>13 3 29 0 45 0</td>
</tr>
<tr>
<td>14 3 30 0 46 0</td>
</tr>
<tr>
<td>15 4 31 0 47 0</td>
</tr>
<tr>
<td>16 4 32 0 48 0</td>
</tr>
</tbody>
</table>

Figure 4

This list acts as a reference, as does the current RGB display of grouper thumbwheel assignments. Now look at the faders. Any channel or group that has its red status LED lit, has its thumbwheel in the wrong position. Turn the thumbwheels to their correct position so that all the red LEDs are off.

Now press END to return to the fader Level Match display, and several or all of the green or red fader LEDs will start to flash again.

The fader should be moved in the direction indicated by which LED is flashing. Assuming you are sitting in front of the console, for flashing red move the fader towards you; flashing green, move the fader away from you. When the fader is matched both LEDs come on solid. And so on along the console.

In some instances you may find both LEDs flashing at once, and moving the fader will not change this. This is because the large fader cut button is either in the right position or the wrong position.
Now this may sound confusing, because it is. However, to set the cut buttons, proceed with the next steps for setting the module controls, where the correct cut settings will be displayed.

At this stage, AutoScan can be used to check module settings, but if this is the first time you have used Total Recall, it would be an idea to check the settings manually. Press an individual channel fader status button to display its stored Setup positions along with its current control positions.

The RGB Display

When a channel Setup is recalled, a graphic representation of the selected module appears on the RGB Monitor. The module is not represented as one continuous strip, but is divided into four sections, shown side by side. The display shows the stored settings of the module, and any controls not at the set position are highlighted. On rotary controls the marker line will be shown white if incorrect, so move the control to match the stored position displayed, until the two lines are coincident. The highlight will then disappear. Switches are highlighted when incorrectly set, including the large fader cut buttons. Press them to remove the highlight. Where switches incorporated with rotary controls are incorrectly set, a highlight will appear at the side of the rotary control display. As the Record Ready switches are electronically latching, their settings are not stored or displayed.

Note: *G Series Consoles are fitted with individual large fader Solo Isolate switches, incorporated in the Group Trim Control. The large fader Solo button will be highlighted if this Solo Isolate switch is incorrectly set.*

The current channel number and stored group assignment is displayed at the bottom of the screen.

So, using the above method, each module can be set in turn across the console. A good job for the tape op.

The LARGE/SMALL key, one of the computer status buttons adjacent to the keyboard, allows specific areas of the module selected to be displayed in an enlarged form. When a module is displayed, pressing the LARGE/SMALL key selects a 'close-up' display, pressing it again reverts to the complete module display.
When in the enlarged display mode, the display will track to any area on the current module where a control is operated. The screen display resets more quickly when another module is selected in this mode. Thus, an alternative way of resetting the console is to initially call up an enlarged section on a module by moving a control. Then, having set this section, move to the next channel where the same section will be displayed and reset this. Then to the next channel and so on, resetting the console in a left/right manner, section by section.

The Group fader thumbwheel settings are displayed as the first picture when you play a Setup. This can be recalled on the RGB monitor by pressing any of the Group fader status buttons while displaying a setup.

Now refer to the monochrome display.

**Using AutoScan**

This feature enables the computer to scan all I/O modules or specific sections of them, seeking out any controls incorrectly set. If the module or section settings are roughly correct, then this is the mode to use. Enable AutoScan by pressing 'A'. The monochrome monitor will now display a screen similar to this:

![Displaying setup 1*](image)

**MIX ENABLED**

**TR AutoScan mode..**

Type first letter to choose your level of TR AutoScan

Routing
Dynamics
Eq
Cues
Monitor

Or press EXECUTE for Whole Channels

**Figure 5**
For example, assume you are only interested in recalling the EQ settings. As prompted by the screen, you would press E (the first letter of EQ).

The screen will pop the question: **Starting where?**

If you want to start AutoScan from channel 1, you may either press the fader status button on Channel 1, press the EXECUTE key, or press the status button on any of the Groups. If you want to start on Channel 7, press the status button on channel 7.

The RGB monitor will now display the EQ section of the chosen channel. (You may use the LARGE/SMALL key to choose the full display or local display mode). When the starting channel's EQ is matched, the computer will automatically scan to the next channel whose equaliser is not matched and display it.

The process will continue until the highest module stored has been matched, or until you press the END key. You may also break the sequence by pressing any channel fader's status button. On completion of the scan, the computer will quite logically display the message:

**TR AutoScan Complete**

and you will be returned to the prompt that tells you to press A for AutoScan, T for Thumbwheels, or COPY to swap modules. At this point, you may choose to AutoScan a different section of the modules, such as Routing or Monitors, or you may press END to leave the Total Recall mode, or you may press COPY to swap module data.

**Using the TR Copy Function**

After entering Total Recall, you may use the COPY function to playback the TR data stored for one module, on any other module. This function is useful if you want to set up the Equaliser and Dynamics on Channel 3, for example, to match the values that were stored for Channel 6.

It is also useful if the Setup you are working from was stored on a console with 56 channels, and the console you are working with now has only 48 channels. You can use the TR Copy function to swap data from the higher (and non-existent) channels to the lower channels.

Finally, the TR Copy function is very helpful if the Setup you are working with has values stored for stereo modules that were in one position on the originating console, but are in a different position on the console you are now working on.
To swap data from one channel to the next, enter Total Recall by typing:

PLAY SETUP (Name) EX

When the screen prompts you with the TR options, press COPY. The screen will respond with the prompt:

Choose modules to swap....

You may now press the fader status button on the module from which you want to copy the setup data; unless, of course, it doesn't exist on the console you are working on now. In that case, type in the number of the module you want to swap from, followed by EXECUTE.

The computer will now prompt you to tell it which module you want to swap the data to. You must do this by pressing the status button of that channel's fader.

Note that this process actually swaps data for the two modules selected. For example, if you've swapped channel 1 with channel 2, channel 2 will now be reading the data that was stored for channel 1. After you have set channel 1's controls to match the swapped data, you will probably want to exit TR and name a new setup which will store the copied settings. To exit, you may press CANCEL, which will also stop any other computer activity, or you may press END, which will not interrupt any other tasks the computer is performing.

Revising Setups

As mentioned before, as many TR Setups as there is storage space on the Reel can be created, but this doesn't leave much room for anything else.

If the console settings are a modification or extension of an existing stored Setup, it is possible to revise the existing data without taking up more space with a further Setup. Remember that while the computer is running Total Recall, it cannot do much else.

So, exit out of TR and, with the modified console setting, type:

REVISE SETUP (Name) EX

The screen will give the usual prompt for faders set to Independent. Press fader buttons as necessary and then press EXECUTE.
The message: **setup Name has been revised** will appear on the screen along with the Setup list.

**Prompts and Error Messages**

When naming setups, you may on occasion see the following type of message:

**2 and 1 are controlling same channels?**

What this means is that you have assigned a channel (channel 1 for example) to a Group (Group 1 for example) - and then assigned Group 2 to Group 1 - without anything else being assigned to Group 2. Under these circumstances, the computer has absolutely no way of knowing whether channel 1 is assigned to Group 1 or Group 2; hence the error message. And it is an error, because there is absolutely no point in this sort of double grouping.

Note that this is quite a different situation than assigning some channels to one group, other channels to another group, and then grouping one of those groups to the other, or both of those groups to a third. All of those useful combinations are fully supported by the program's thumbwheel storage routines. You should see this error message only if you have one or more groups to which no channels are assigned, assigned to each other.

On rare occasions when naming a setup, you may see the message:

**Too many strange combinations to list**

This message either means that you've got some crazy thumbwheel assignments on the VCA Control Group Masters - such as Group 1 to 2, 2 to 3, 3 to 1, 4 to 3 etc, with no channels assigned - or that a thumbwheel switch in the console has broken. If you see this message, check the VCA Control Groups first. If the assignments are logical and useful ones, there is a hardware failure.

Once the cause of the problem has been determined, you may use the NAME SETUP procedure to create a non-corrupt copy of your Setup.

You may also see a message such as:

**Setup information for Channel 9 is for dual line input**

or

**Setup information for Channel 26 is for stereo module**
These messages are to let you know that the console on which the Setup was named had a different type of module in that channel number than the one you are working on now. You may use the TR Copy function if necessary, or simply note the message and realize that some control values will not be accurately matched, requiring personal attention to those channels.

And now ....