

CHAPTER 9

MIDI TRANSFER AND STORAGE OPERATIONS

USING PCMCIA EXPANSION CARDS

The QS provides two PCMCIA EXPANSION CARD slots, [A] or [B], which are found on the rear panel. These accommodate Alesis QCard RAM cards. The QCard is a type of PCMCIA SRAM or FlashRAM card; it has 256K of memory and will store 4 complete banks. A 512K PCMCIA card can store 8 banks.

When saving data to a card that contains a ROM (READ-ONLY) bank, the ROM data is found in bank 1; this means you cannot save anything into bank 1. Each PCMCIA Expansion Card slot can house a card with up to 8 Mb of RAM, for a total of 16 additional megabytes of sound storage.

SAVING THE USER BANK TO A PCMCIA CARD

The entire contents of the QS's User memory (100 Mixes and 128 Programs) can be stored to an Alesis QCard PCMCIA RAM card inserted into either PCMCIA EXPANSION CARD slot [A] or [B] on the QS. Depending on the amount of RAM a particular card has, up to 8 complete banks can be stored onto it.

- z Insert a card into the Sound Card slot on the back of the QS.
- j Press [STORE].
- Press [PAGE] twice to select Page 6 of the Store function.
This selects the "SAVE TO CARD" option. The display will look like this:

SAVE TO CARD 1?
 (Press STORE)

- √ Use the CONTROLLER [D] slider to select a bank location on the card to store to (1–11).
If the card contains a ROM bank, it will be bank 1. Therefore, you will only be able to save into bank locations 2–11.
- f Press [STORE] to transfer the user bank data from the QS onto the card.

If the display reads "CARD IS WRITE PROTECTED.", switch the write-protect switch on the card to off and repeat the procedure.

LOADING A BANK FROM AN EXTERNAL CARD

The QS can read data directly from a card by using the [◀ BANK] and [BANK ▶] buttons. To overwrite the User bank with a Card bank, use this procedure:

- ζ Insert the card into the card slot on the back panel.
- ι Press [STORE].
- ↪ Press [◀ PAGE] once to select Page 7 of the Store function.
This selects the “LOAD FROM CARD” option. The display will look like this:

LOAD FRM CARD 1?
 (Press STORE)

- √ Use the CONTROLLER [D] slider to select the bank on the card you wish to load (1–11).
- f Press [STORE] to transfer the data from the card into the QS.

STORING AN INDIVIDUAL PROGRAM OR MIX

You also have the option of storing a Mix or Program directly to a specific location in a RAM Sound Card Bank (instead of transferring the entire Bank) and vice versa. However, the Sound Card you are storing to must be of the current QS Bank format. A Sound Card is formatted whenever an entire QS Bank is stored onto it. If you are using an older QuadraSynth Sound Card that does not use the current Bank format, you will not be able to store individual Mixes or Programs onto it until you store an entire QS Bank onto it first.

- ζ Insert a card into the Sound Card slot on the back of the QS.
- ι Select the Program or Mix you wish to transfer to the card.
- ↪ Press [STORE].
- √ Use the [s VALUE] and [VALUE t] buttons to select a bank location on the card to store to (1–11).
If the card contains a ROM bank, it will be bank 1. Therefore, you will only be able to save into bank locations 2–11.
- f Use the [00] – [120] and [0] – [9] buttons to select a location in the selected card Bank to save to (00–127 if storing a Program; 00–99 if storing a Mix).
- ≈ Press [STORE] to transfer the data from the QS onto the card.

If the card is write-protected, or not inserted, or not of the current Bank format, the display will indicate the situation with an error message. If the card is not of the current Bank format, use the “Save To Card” command first (see previous page) to save the entire User Bank to the card. This however will erase all Programs and Mixes in the selected card Bank. If these are important to you, first load them into the User Bank in the QS, and then save them back onto the card in order to re-format the card using the new format.

LOADING AN INDIVIDUAL PROGRAM OR MIX

You can load a single Mix or Program from a Sound Card into the User Bank, instead of having to load the entire Bank from the Sound Card. To do this, select the Mix or Program in the Sound Card Bank that you wish to copy, then use the Store Function (as described above) to designate a location you wish to store to in the User Bank.

Note: When storing a Mix from a Sound Card into the User Bank, the individual Programs used by the Mix will not be moved into the User Program Bank. Once you store a Mix from a Sound Card into the User Bank, it will still look for its Programs in the Sound Card Bank, if that is where it was programmed to look for them in the first place (which is almost always the case).

CARD STORAGE RAMIFICATIONS

Whenever you transfer an internal Bank to a RAM card, the result is that all Mixes in the transferred Bank are changed so that they now access the Programs on the card bank to which the User bank was saved (since they reside there, now), instead of the Programs from the original internal Bank. And, when a Card Bank is transferred to an internal Bank location, the opposite happens – all Programs within a Mix which had previously accessed card bank 1 (the ROM card) now point to the User bank.

However, a problem can arise when you have one or more Mixes in the Bank you are transferring which use Programs already on the Card. *Example:* Let's say Mix 00 in Preset Bank 1 uses a Program that's located in Card Bank 1. If the Preset Bank 1 is transferred to the Card Bank 1, the result will be that Mix 00 in Card Bank 1 now uses only Programs from Card Bank 1. If later you transfer the entire Bank back into the QS, you will find that Mix 00 no longer uses the Program on the Card as it was originally programmed to.

Here's a few ways to avoid this problem. First, always transfer to a Card Bank that does not include any Programs used by the Mixes in the Bank you are transferring from. In other words, if we transferred the Bank into Card Bank 2, we would not have a problem, since the Mix would still be using the Program in Card Bank 1. When this Bank is transferred back to the QS, the Mix will still use the Program in Card Bank 1.


Another way to avoid this problem is to transfer the Bank to a Card Bank, and then immediately store the individual Mix onto the Card by itself. When a Mix is stored individually to a Card, it is not modified in any way ; i.e. if it used Programs in the internal Banks, it will still use them even though the Mix and its Programs are in two different locations (the Mix is on the Card but the Programs it uses are stored in the internal Banks).

Finally, you could avoid this situation by always making sure your Mixes use only Programs located in the same Bank it is stored in. This could mean individually storing some Programs from a RAM Card into one of the internal Banks. Although this is very limiting, it makes things much simpler in the long run.

SAVING PROGRAMS VIA MIDI SYS EX

As an alternative to storing data to a card, the QS lets you transmit internal data via MIDI System Exclusive messages. This data can be sent to a storage device, or recorded into a MIDI sequencer, or sent to another QS or S4. You have a choice of sending any single Program in the User bank (00 to 127), or what is in the current Program Edit buffer, or what is in any of the 16 Mix Edit Program buffers, or the entire User bank (100 Mixes, 128 Programs, 128 Effects Patches) plus Global data. In the case of sending data to another QS, you can send any individual Program to the same location or any other location in the receiving QS, including any of its 17 Program Edit buffers.


To send the entire User bank via MIDI:

- ζ Connect a MIDI cable from the QS's MIDI Out to the MIDI In of a device capable of receiving the data (a MIDI sequencer, another QS, etc.).
- ι Press [STORE].
- ⇨ Press [PAGE *The display will look like this:*

SEND ALL DATA TO MIDI? (STORE)

- √ Press [STORE] to transmit the data out the MIDI Out connector.
While transmitting the data, the display will temporarily read "SENDING OUT MIDI DATA.....".


To send a single Program via MIDI:

- ζ Follow steps ζ and ι in the instructions above.
- ι Press [PAGE *The display will look like this:*

MIDI PRG 000 TO PRG 000? (STORE)

- ⇨ Use the CONTROLLER [D] slider to select a Program to transmit. You may select any Program in the User bank (000 to 127) or the Program Edit buffer (EDIT) or any of the 16 Mix Edit buffers (Em01 to Em16).
As this value is changed, the second parameter (destination) will be linked. This is because most often you will want to transmit a Program to the same Program location. The only time to do otherwise is when sending to another QS (see below).
- √ Press [STORE] to transmit the data out the MIDI Out connector.

To send a single Program via MIDI to a *different* Program number:

- ↻ Follow steps ↻ through ↻ in the instructions above.
- ⏪ Press [PAGE - ↻ Use the CONTROLLER [D] slider to select a Program number to send the Program to.
- √ Press [STORE] to transmit the data out the MIDI Out connector.

The procedure is similar for sending Mixes. Page 5 of the Store function allows you to send any one of the Mixes. In the case of storing a Mix, you may want to store each of the Programs used in the Mix. The “SEND ALL TO MIDI” command in Store mode is an easy shortcut to this (see above).