

Part #9310009101
Price \$2.95 (US)
Model #FB

Operation Manual

FB SERIES
FLASH BANK MEMORY

EPS **16**
PLUS

ensoniq[®]
THE TECHNOLOGY THAT PERFORMS

ensoniq[®]

What is FLASHBANK™?

The FB-1 and FB-2 FLASHBANKs are optional, non-volatile memory expansion/storage media for EPS-16 PLUS instrument files. Any instrument saved to the FLASHBANK can be loaded instantly and will occupy NO blocks of internal memory (it will, however, use one of the eight instrument/track bins).

Another feature of the FLASHBANK is that the instruments saved to it will remain in memory even when the EPS-16 PLUS is powered down. This means that as soon as you power up, the instruments saved in the FLASHBANK are ready to use, once loaded (loading time from the FLASHBANK is almost instantaneous).

You can also save the Operating System to the FLASHBANK, allowing the EPS-16 PLUS to "boot" without an Operating System disk.

The FLASHBANK can not be used as a storage device for banks, songs/sequences, or MIDI Sys-Ex data.

Selecting FLASHBANK

Before you can use the FLASHBANK, either to save or load instruments or save the O.S., you must first select FLASHBANK as the storage device being accessed:

- Press *Command*, then *System•MIDI*. Scroll right until the display reads CHANGE STORAGE DEVICE (you could also use the direct-dial sequence of *Command, System•MIDI*, then, within a second, press the 5 (*Filter*) button). Press *Enter*.

- Slide the *Data Entry Slider* all the way up to pick LOAD DEVICE=FLASH. Press *Enter*.

Hint: There is a shortcut you can use to toggle between the FLASHBANK and the last storage device used. While holding down the *Load* button, press *Instrument*. If you switch from a SCSI device to FLASHBANK then switch back, using this shortcut will not only return you to the SCSI device, it will return to the last directory selected before changing to the FLASHBANK.

To demonstrate further, let's look at the available free memory in the FLASHBANK:

- Press *Edit*, followed by *System•MIDI*. Scroll to FREE DISK BLOCKS.

The display should indicate 1024 for FB-1 or 2048 for FB-2. The FREE DISK BLOCKS parameter shows the amount of available FLASHBANK memory *only* when FLASH is selected as the storage device, otherwise it indicates free space on the floppy disk, or the selected SCSI device.

To return to the floppy drive, simply place a floppy in the drive and while holding down *Load*, press the *Instrument* button. This returns the EPS-16 PLUS to looking at the files on the floppy drive without having to use the CHANGE STORAGE DEVICE command.

Copying the Operating System to the FLASHBANK

As stated earlier, the EPS-16 PLUS Operating System can be saved to the FLASHBANK. There are a couple of advantages in doing this; the EPS-16 PLUS will "boot-up" automatically from the FLASHBANK as soon as it is turned on, and you will never have a command or edit function interrupted by the LOAD OS DISK-HIT ENTER prompt. It is important to note when doing this that the Operating System will use 167 blocks of the available FLASHBANK memory, leaving that much less space for instruments. If you're using a SCSI hard drive it is recommended that you use the hard drive as the source for the O.S.

To save the Operating System to the FLASHBANK:

- Use the shortcut (while holding down *Load*, press *Instrument*) for selecting FLASHBANK as the storage device, as described earlier.
- Press *Command*, then *System•MIDI*. Scroll right until the display reads COPY OS TO DISK (you could also use the direct-dial sequence of *Command*, *System•MIDI*, then, within a second, press the *I (Env1)* button). Press *Enter*.
- Following the prompt on the display, insert the master Operating System disk into the floppy drive. Press *Enter*. The floppy drive will engage and the display will be flashing READING OS INTO MEMORY. Once completed, the EPS-16 PLUS will immediately begin to write the OS into the FLASHBANK. A brief COMMAND COMPLETED appears when it has finished.

Next, turn off the EPS-16 PLUS, then turn it back on *without* putting the Operating System disk into the floppy drive. The EPS-16 PLUS will boot-up directly from the FLASHBANK and give you the NO INSTRUMENTS prompt when completed. Note that since the EPS-16 PLUS has booted from the FLASHBANK, it is now "looking" at that storage device for loading instruments. To switch back to the floppy drive, use the CHANGE STORAGE DEVICE command found on the COMMAND/System•MIDI page, or the shortcut described earlier.

Saving Instruments to the FLASHBANK

You can save as many individual instruments to the FLASHBANK as the available memory will allow. To save individual instruments to the FLASHBANK:

- Load the instrument you wish to save into an available instrument/track location on the EPS-16 PLUS.
- Select CHANGE STORAGE DEVICE from the COMMAND/System•MIDI page (or use the shortcut). Press *Enter*.
- Scroll to LOAD DEVICE=FLASH, press *Enter*.

It is important to note that instruments saved and loaded from FLASHBANK can not be edited in any way. Therefore, if you wish to save an edited version of an instrument to the FLASHBANK, make the edits *before* saving.

Save the instrument in the same manner as you would to save it to a floppy disk:

- Press *Command*, followed by *Instrument*.
- Scroll to SAVE INSTRUMENT, press *Enter*. The EPS-16 PLUS then allows you to rename the instrument if you desire, using the data entry controls. Once you have renamed the instrument, or keep the same name, press *Enter*. The EPS-16 PLUS then saves the instrument to the FLASHBANK.

Loading Instruments from the FLASHBANK

After you've saved some instruments to the FLASHBANK, it is time to review the procedure for loading instruments from the FLASHBANK. The method for doing this is nearly identical to loading sounds off of a floppy disk or SCSI device, with one major advantage.

Before loading any sounds from the FLASHBANK, check the available FREE SYSTEM BLKS (blocks). This is found by pressing the *Edit* button, followed by the *System•MIDI* button, and scrolling until you find the parameter. Write down the number (this will demonstrate the advantage of FLASHBANK).

Now, the procedure for loading sounds from the FLASHBANK:

- Use the *Load/Instrument* shortcut to select the FLASHBANK as the storage device, if not already selected. The instrument files saved to the FLASHBANK are now displayed.
- Use the data entry controls to select one of the instruments in the FLASHBANK to load. Press *Enter*.
- The display now reads PICK INSTRUMENT BUTTON. Press the *Instrument/Track* button that corresponds to the location you'd like the instrument to occupy.

The instrument now loads, with almost zero load time, from the FLASHBANK. Now, return to the FREE SYSTEM BLKS parameter, using the method described above. Notice that the sound loaded from the FLASHBANK has used NO internal memory!

Formatting the FLASHBANK

Although you can save instruments into FLASHBANK memory on an individual basis, you can not delete instruments individually. This is due to the semi-permanent nature of the FLASHBANK's memory storage format. However, should you decide you'd like to change the contents of the FLASHBANK, there is a method to accomplish that. It is called formatting.

Formatting erases the *entire* contents of the FLASHBANK, allowing you to "clear the slate" and start over with saving instruments, just like formatting a floppy disk. For this reason, it is a good idea to have any instruments which you save to the FLASHBANK

backed-up on floppy disk. To format the FLASHBANK and then find you've lost a valuable instrument because it was not saved elsewhere tends to make you unhappy.

To format the FLASHBANK (after you've made sure all valuable instruments are backed-up):

- Press *Command*, followed by *System•MIDI*.
- Scroll to FORMAT FLASH BANK. Press *Enter*.
- The display reads ERASE AND FORMAT FLSH? This is done for verification. Press *Enter*.

The EPS-16 PLUS will now format the FLASHBANK, erasing the instruments that currently reside there (as well as the Operating System, if any) allowing it to be reused. The FLASHBANK is designed to be able to format over ten thousand times.

Note: Although it is not possible to save banks to the FLASHBANK, it is possible to have a bank use an instrument saved to the FLASHBANK. Simply load the instrument(s) and save the bank to floppy disk or hard drive as you would with any other bank. When loaded, the bank will load the instrument off of the FLASHBANK. However, please remember that if you format the FLASHBANK and replace the existing instruments with different ones, when you load banks that were saved when the FLASHBANK contained other instruments, new (incorrect) instruments will be loaded in their place.

Limited Warranty

What Is Covered

This warranty covers all defects in material and workmanship for thirty days from the date of purchase from an Authorized ENSONIQ Repair Station.

What Is Not Covered

This warranty does not cover damage to or deterioration of the cartridge or internal circuitry resulting from accident, misuse, neglect, attempted unauthorized repair or failure to follow operating instructions.

How to Obtain Warranty Performance

Return your defective FB-1 or FB-2 FLASHBANK with this package to an Authorized ENSONIQ Dealer along with proof of purchase. The defective FB-1/FB-2 will be replaced.

Limitations of Implied Warranties and Exclusion of Certain Damages

Any implied warranties, including warranties of merchantability and fitness for a particular purpose are limited in duration to the length of this warranty.

ENSONIQ's liability, for any defective product, is limited to repair or replacement of the product.

ENSONIQ shall not be liable under any circumstance for:

1. Damages based upon inconvenience, loss of the FB-1/FB-2 FLASHBANK, loss of time, interrupted operation, or commercial loss.
2. Any other damages, whether incidental, consequential, or otherwise, except damages which may not be excluded under applicable law.

Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion or limitation of incidental or consequential damages so the above limitations and exclusions may not apply to you.

The warranty gives you specific legal rights, and you may also have other right which may vary from state to state.

No Claim for Warranty will be Honored Without Proof of Purchase

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