

Chapter 8

Quick Access Mode and the Quick Access Editor

In Quick Access mode, you can select programs or setups with a single press of an alphanumeric button (or with the other data entry methods). For example, in the illustration below, you would simply press 5 on the alphanumeric pad to choose **FM Harmonica**. Notice that your selection becomes highlighted in the list, as well as appearing on the line just above the soft-button labels.

```

QuickAccessMode  <>Bank:1 For Show 2
Stage Piano      Marimba          Voice+String9
Honky-Tonk      FM Harmonica      ElvisTheDog
Memorymoog 4    Jazz Trio 2      Fretless Bas
Velveteen

```

```

Xpose:GST      FM Harmonica      Chan:1
Octav- Octav+  Panic Sample Chan-  Chant

```

Using Quick Access mode involves selecting Quick Access banks from the list of factory preset or user-programmed banks. You can use the bank selection shortcut to do this: press the +/- or **Clear** button on the alphanumeric pad, and you'll be prompted to enter a bank number. Type the desired number on the alphanumeric pad, then press **Enter**. The bank is selected, and you return to the Quick Access-mode page. Or use the **Chan/Bank** buttons to scroll through the QA banks.

Each bank contains ten memory slots, or entries, where you can store programs or setups in any combination. Any program or setup in the currently selected bank can be selected with the numeric buttons **0** through **9**.

The ROM (factory preset) QA banks are organized into useful groupings of sounds that we think you'll find convenient.

You can store 20 Quick Access banks in each memory bank (except the Zeros bank, which can store 75). See *Storing Objects in the Memory Banks* on page 13-36 for a breakdown of the Quick Access-bank IDs that belong in each memory bank. Press both **Chan/Bank** buttons simultaneously to quickly move between memory banks.

The MIDI Program Change commands that the K2600 sends when in Quick Access mode can differ from those in Program or Setup mode. This depends on the setting you have for the PChgType parameter in MIDI mode. If the setting is **Extended** or **Kurzweil**, the Program Change commands sent are the same as in Program or Setup mode. If the setting is **QA Extended** or **QA Kurzweil**, the K2600 sends Program Change commands that correspond to the current Quick Access bank and the entry you select, not the actual program number of the entry. See *Program Change Formats* on page 10-11.

Everything you need to know about using Quick Access mode for performance is covered in Chapter 2, in the section called *Playing the Presets*, so we'll move on to the Quick Access Editor, which you'll use to create your own Quick Access banks.

The first step in editing Quick Access banks is to select Quick Access mode. Then use the **Chan/Bank** buttons to select the bank you wish to edit. The currently selected bank is shown in the top line of the Quick Access-mode page. Press the **Edit** button, and you enter the editor, where you can examine each entry in the bank you selected. The Quick Access Editor page looks like this:

```
editQuickAccess          <>Entry:9
Entry:  Type:          198 Blues in CMOS
9       Program       199 Default Program
                        1 Righteous Piano
                        2 Mondo Bass
                        3 Killer Drums
                        4 Elvis Again
Name  Save  Delete  Dump
```

The top line gives you the usual mode reminder, and shows you which of the ten entries you're looking at. The cursor is highlighting the object (program or setup) that's stored in that entry.

The easiest way to edit the bank is to use the **Chan/Bank** buttons to scroll through the ten entries. The entry number changes both at the top of the page, and at the left of the page. As the entry number changes, the highlighted objects at the center of the page change as well, showing you what's stored in each entry. On the page above, for example, entry 9 is the current entry. The Type parameter tells you that the object stored at entry 9 is a program. The cursor highlights the program's ID and name.

In this example, you could select a different program with your favorite data entry method. If you wanted to store a setup in that entry instead of a program, you would move the cursor to the Type parameter and change its value to **Setup**. The list of objects would change from the program list to the setup list, and you could move the cursor back to the setup list and select another setup. When you select the Entry or Type parameter, the list of objects at the right disappears, leaving only the currently selected object. This makes it easier to see when it's not highlighted by the cursor.

When you've filled each entry with the object you want, press the **Name** soft button if you want to rename the bank, or press the **Save** soft button to begin the save procedure. Press the **Dump** soft button to dump the bank via MIDI System Exclusive.