



an.factory Version 2.10.02

User Manual

(C) Derek Cook 2007-2023

www.xfactory-librarians.co.uk

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What's New in an.factory 2.10.02 (23/12/2023)

- Provided a workaround for the OSX Java file selector bug that reports a non-existent directory when you have double-clicked a directory to select it.
- Improved registration process. You now no longer have to quit the program to activate the disabled features once registered and activated.
- Application rebuilt to stay current with latest version of Java 17, required libraries and build tools.

Previous Versions

V2.10.01 (20/12/2022)

- Fixed a bug in drag and drop (most noticeable in kronos.factory and montage.factory due to file sizes) where drag and drop operations were occasionally failing and providing an error message about copy and paste not being possible.
- Fixed a bug where using the View/Refresh menu option killed drag and drop.
- Updated the status bar's file name display to show a truncated path (with the filename fully visible) if the full path will not fit in the available space.

V2.10.00 (08/05/2022)

- Updated how the applications are built. The Java Runtime is now embedded and updated to Java 17 as the minimum version. There is no longer a need for a standalone version of Java to be installed.
- New installers for OS X (DMG), PC (MSI) and Linux (DEB) and basic ZIP and TAR packages.
- The OS X DMG package is notarized for compatibility with the OS X security model.

V2.9.03 (13/08/2021)

- Fixed problem on OS X Big Sur which was causing access to protected folders issues (again!), and fixed small user interface issues when running on Java under Big Sur.

V2.9.02

- Fixed problem on OS X Mojave and Catalina which was preventing access to protected folders.

V2.9.01 (28/04/2020)

- Fixed a bug with the default library path that was creating a new library under the main library.
- Introduced the Preferences option to allow the library path to be set.

V2.9.00 (18/04/2020)

- If you double-click on a voice, it will be sent to the synth's edit buffer. If you use a triple-click action instead, the MIDI router is automatically opened after the voice is exported.
- The application now supports MIDI data logging to the application log, which can be enabled in the Preferences/Misc Tab. It is recommended that this is not normally turned on, and it is only needed when required to help me diagnose any MIDI issues that are reported if you are experiencing any such issues.
- The Minimum Java Version is now Java 11, and I have rebuilt the applications with the latest support libraries. The migration to Java 11 is a significant step, as I have been held back from migrating to Java 9 and above due to Java PC MIDI issues that were causing garbled MIDI port names, which made it impossible to select MIDI ports. These issues are now resolved in the recommended JREs. Please see the [Java Support](#) page on the website for more details.
- The applications support iMac Retina displays.

V2.8.05 (22/12/2018)

- No functional changes. The Application is now built using new build tools and libraries, as some of the ones I was using were obsolete and no longer supported. I am changing these as part of longer time migration plans to Java 9 and above.
- The Minimum Java Version is now Java 8, as Java 7 as Oracle no longer provide public updates to Java 7.

V2.8.04 (22/10/2017)

- OSX Users - Updates to how devices are named in CoreMIDI4J to provide better device identification, which means that you may need to reselect your devices in MIDI Preferences as they may now be named differently.
- OSX Users - I've finally figured out how to get rid of the confusing default drag image that OS X adds on top of the drag images that I am generating.
- Small GUI update to change background colour of object selections (the default colours since Java 7 are not good).

V2.8.03 (13/08/2017)

- Further improvements to error logging.

V2.8.02 (08/07/2017)

- General improvements in MIDI report handling to report identified port issues to the user.
- When importing many items and MIDI timeouts are being experienced, then you now have the option to abort or continue the transfer
- Fixed bug in the database that prevented the author being correctly displayed when it was being edited, and added context menu options to allow multiple objects to have the Author value edited at the same time.
- Added application error logging to make debugging easier.

V2.8.01 (24/12/2016)

- Improved database access performance when editing information.

V2.8.00 (25/07/2016)

- CoreMidi4J is now embedded in the application for OS X Users. So there is no longer a need to download and install a MIDI Service Provider extension for OS X.

V2.7.00 (28/03/2016)

- Updated all x.factory Librarians to use CoreMID4J on Mac OSX.
- Updated all x.factory Librarians to use Launch4J application launcher on PC.
- The minimum JRE version is now Java 7.

V2.6.00 (28/06/2014)

- Updated all x.factory Librarians to use a new automated licensing system.

V2.5.00 (27/08/2012)

- Updated MIDI Router to allow the MIDI Channel to be either the channel sent by the source device, or to be the channel specified in the **MIDI Options Dialog**.

Previous Versions

V2.4.00 (23/08/2012)

- Updated application to work with MMJ on OS X to provide access to external MIDI devices. The move to MMJ is required because the Mandolane MIDI SPI is no longer supported and doesn't work on OS X Lion and above.
- The MIDI Router is now available on the MIDI Menu.

V2.3.00 (19/02/2012)

- Updated Java Launcher to work on OSX Snow Leopard and OSX Lion.

V2.2.03 (02/12/2011)

- Fixed bug that was causing a "NULL" error when saving a file as a different type.

V2.2.02 (07/11/2011)

- Updated Windows Installer to detect 32 or 64 Java Runtime Environments (JREs) and to configure the application launcher to make use of a 64 bit JRE if available.
- Fixed bug that was preventing the selection of Table Views if the application was not registered

V2.2.01 (29/10/2011)

- Fixed a bug that was not allowing Files in the Library to have the Author parameter set.

V2.2 (11/08/2011)

- Added a new feature to recreate files from the library (note this will only work with Libraries created in V2.2. onwards)
- Added File and Author views to the Database.
- Added an context menu option to the Database views to allow you to see what files are using an object.

- File/Save As now allows you to change the file type when saving the file.

V2.1 (27/11/2010)

- AN200 support added.
- Dual synth support so that you can have, for example, an AN1x and PLG150-AN connected to an.factory.
- an.factory will transparently copy Voices between AN1x, PLG150-AN and AN200 files and synths.
- an.factory will add default reverb and delay settings to a PLG voice copied to the AN1x.
- an.factory now preserves Edit Buffer SYSEX files (instead of converting them to Bulk Dump files).
- an.factory now preserves MIDI files (instead of converting them to SYSEX files).
- Support for all AN1x, PLG150-AN and AN200 file types (or all the ones I could think of!).
- Preference setting added to allow an.factory to remember the last file type create, which will then be the default choice offered.
- Library Statistics dialog added, allowing you to see how big the Library is!

V2.0.02 (24/12/2009)

- an.factory will now convert between AN1x and PLG150AN formats.

V2.0.01 (16/12/2009)

- Corrected problem where file data paths on non-English locales were not being found.
- Updated license code to allow an.factory to unpack a license.zip if it is found in the license folder, which simplifies installation particularly for Mac OSX users, where the standard zip extractors were causing problems with the license file. an.factory can also now detect a license.lic file if this has been inadvertently extracted

V2.0 (23/11/2009)

- Library support has been added, which allows you to keep all of your favourite items (Voices and Sequences) in one Library database, and then sort and filter them to find the patch that you want. This feature is only available for [registered users](#).

V1.0.01 (02/03/2008)

- Added the ability to save an SYX (and thus also a MID) file as an AN1 format file. If you right click over the root of the tree, there is a new context sensitive menu option called **Save AN1 File**.
- Added the ability to save an AN1 file as a SYX format file. If you right click over the root of the tree, there is a new context sensitive menu option called **Save SYX File**.

V1.0 (13/01/2007)

- First release.

Installation and Configuration of an.factory

an.factory is downloaded as a self installing file, so installation is automatic, and for most users little else, if anything, needs to be done to get up and running.

A native installer for Windows is also available.

This section is only relevant to installing additional items not included as part of the an.factory installer.

Installing MIDI Extensions for MacOS X

If you wish to use the MIDI support provided on Mac OSX, then a Java MIDI Service Provider extension is required.

The extensions provide MacOS X Java programs access to all CoreMIDI devices

An extension is required because, historically, the Java implementation on OS X is not able to access external MIDI devices. Apple/Oracle claim to have fixed the external MIDI device access problem in its Java implementation. However, it appears that only "simple" MIDI messages are now supported. SYSEX data transfer (essential for transferring synth data) is not supported.

an.factory now embeds CoreMIDI4J in the application package, so you no longer need to download and install it separately. However, if you still require an SPI for other Java MIDI software then you will need to ensure that you have the latest compatible version of CoreMIDI4J, as if an SPI is installed in the /Library/Java/Extensions folder then this will override the version of CoreMIDI4J embedded in an.factory.

If you are not using any other Java software that requires MIDI access, it is best to remove any existing version of CoreMIDI4J from the /Library/Java/Extensions folder so that an.factory can access the CoreMIDI4J version embedded in the package. That way you can ensure that an.factory is always using the latest compatible version of CoreMIDI4J.

an.factory will warn you if it detects an earlier version of CoreMIDI4J. It will still function, but will not benefit from recent CoreMIDI4J bug fixes or enhancements.

If you need to retain a version of CoreMIDI4J in the /Library/Java/Extensions folder then you can always download the latest version of CoreMIDI4J.jar from [CoreMIDI4J Releases](#)

Once you have downloaded CoreMIDI4J.jar it needs to be copied to the /Library/Java/Extensions folder. You will need to provide administrator permissions to copy the files.

Once installed, when running the librarians and selecting the MIDI ports to use, select the ports prefixed with **CoreMIDI4J -**. For example my Edirol UA-25 interface that I use for testing on OS X is listed as **CoreMIDI4J - UA-25**. The latest version of an.factory will only list CoreMIDI4J devices.

Registering an.factory

You need to register an.factory to allow MIDI data to be exported to the AN1x, for data to be saved to your computer and for [Library Support](#) to be enabled.

Please refer to the [x.factory Librarian Registration Page](#) for details on how to register an.factory.

Running an.factory

Starting up an.factory is as simple as starting any application, simple double click on the icon and you're away.

If you have [registered](#) an.factory, then the Library will be created (if it doesn't already exist) and opened.

During start-up, a "Splash Screen" is shown. This stays visible until a few seconds after the program has loaded and is ready for use, but can be dismissed at any time by clicking on the Splash Screen.

an.factory remembers the size and position of the main window between sessions, so the main window will be sized and positioned as you left it the last time.

PC

Simply double click on the program icon for the program either in an Explorer shell, or from the desktop if you let the installer placed a shortcut there.

You can also select the program from the **Start Menu**. By default, an.factory can be found under the **x.factory Librarians** Program Group.

IMPORTANT NOTE: If the application is failing to launch on a PC with a 32 bit version of Windows, then please read the Section on adjusting the [JRE Memory Configuration](#), as the failure is more than likely to be due to an out of memory condition.

MAC OS X

Navigate to the **Applications** folder in **Finder** and double click the an.factory application.

You can also create "**Aliases**" of the application and place them anywhere you wish, such as on the desktop

To make an alias you can choose any one of the following methods:

- Click the an.factory item you have just identified and hold down the mouse button. Then, while holding down the **Command** and **Option** keys simultaneously, drag the item to where you want the alias to appear then let go of the mouse button and finally release the two keys. This will create an alias at your desired location. While dragging, the 'ghosted' item will display a shortcut arrow which will remain on the aliased icon when it has been created.
- Hold down the **Ctrl** key, and then click the an.factory item as identified previously. The context menu will be displayed, and one of the choices will be **Make Alias**. Click that option, and then release the key. The an.factory alias will appear next to the original item and can be dragged to your location of choice.
- Select the an.factory item you identified previously by clicking it once then press **Command-L** (lowercase L). The an.factory alias will appear next to the original item and can be dragged to your location of choice.
- Click the an.factory item once to select it, and then from the **File** menu, select **Make Alias**. The an.factory alias will appear next to the original item and can be dragged to your location of choice.

Note that if your alias does not have a small arrow in the lower left corner then you have not correctly created an alias and have probably just dragged the application launcher to a new location. If so, drag it back to the Application folder and start again.

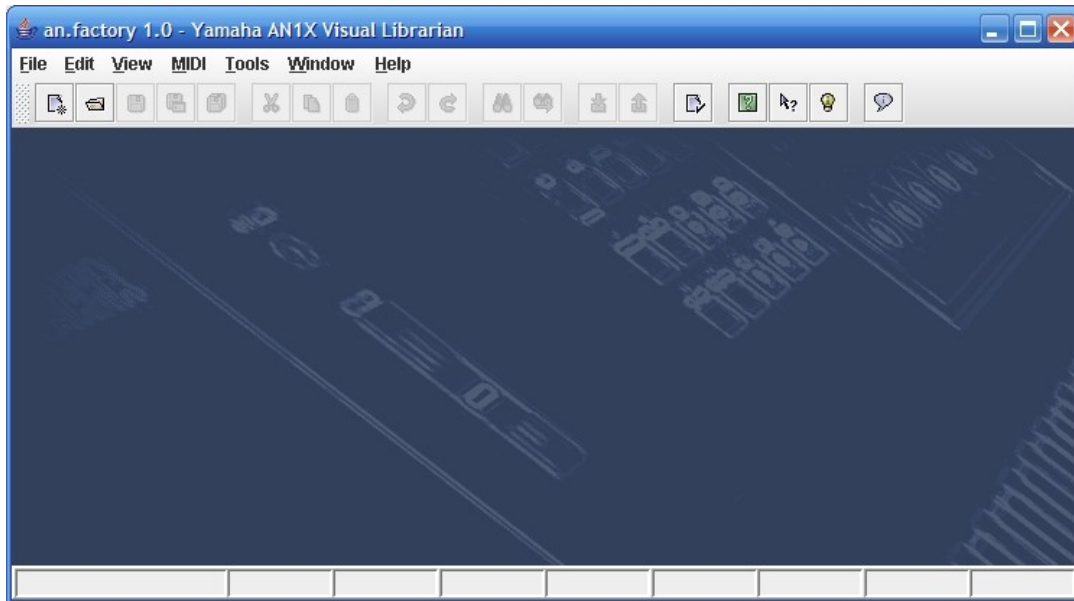
Command Line

You can also startup an.factory from a command shell (e.g. MsDOS). Simply change directory to where an.factory is located and type the following:

```
java -jar anfactory.jar
```

The an.factory Window

The main an.factory window looks like this



The an.factory user interface is a Multiple Document Interface (MDI), which allows you to have more than one file open at a time.

The interface is divided into the now familiar layout of (from top to bottom):

- The Title Bar
- The [Menu Bar](#)
- The [Tool Bar](#)
- The [Desktop](#)
- The [Status Bar](#)

Menu Bar

The an.factory menu bar provides a means of selecting common operations; typically those that affect a complete file, or those that don't fit naturally upon a context sensitive popup menu.

[Keyboard Shortcuts](#) are provided for common operations.

an.factory also provides context sensitive popup menus, which are accessible by right clicking over data shown in a [Child Window](#). Naturally the contents of the popup menu varies according to the type of data over which the menu was popped up.

Main Menu Headings

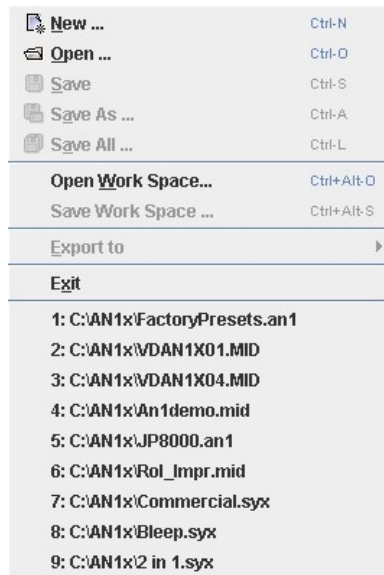
The following menu headings are available.

File Edit View MIDI Tools Window Help

- [File Menu](#)
- [Edit Menu](#)
- [View Menu](#)
- [MIDI Menu](#)
- [Tools Menu](#)
- [Window Menu](#)
- [Help Menu](#)

The File Menu

The **File** menu provides the following options:



New ...

Shows the [New File](#) Dialog, which allows you to create a new file.

Open ...

Shows the [Open File](#) Dialog, which allows you to open a specified file.

Save

Saves a file using its current name.

If the file in question is a newly created file, then the [Save File](#) Dialog is brought up to allow a name to be entered.

This option is only enabled if your copy of an.factory is [registered](#).

Save As ...

Saves the selected file after a name has been entered in the [Save File](#) Dialog.

This option is only enabled if your copy of an.factory is [registered](#).

Save All

Saves all open files that have been modified using their current names.

This option is only enabled if your copy of an.factory is [registered](#).

Open Workspace ...

This option allows you to select a previously saved [Workspace](#), which is a Collection of open windows, and the size and positions within the main an.factory window.

When you select this option, a dialog opens which allows you to select an an.factory workspace file (EXW).

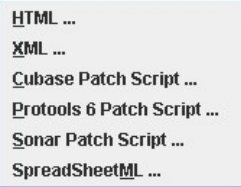
Save Workspace ...

This option allows you to save the current size and position of the main an.factory window, and the arrangement of the open windows within an.factory to a [Workspace](#) file.

This option is only enabled if your copy of an.factory is [registered](#).

Export to

This option brings up the following sub menu:



These options allow you to [Export](#) the data in the currently selected file to a variety of different formats.

This option is only enabled if your copy of an.factory is [registered](#).

Exit

Exits the an.factory application.

If any files have been modified and have not been saved, you will be given the option of saving them.

The Edit Menu

The **Edit** menu provides the following options:

 Undo	Ctrl-Z
 Redo	Ctrl-Y
Clear Undo Buffer	
 Cut	Ctrl-X
 Copy	Ctrl-C
 Paste	Ctrl-V
 Find ...	Ctrl-F
 Find Next	F3
Find Category ...	Ctrl+Shift-F
Find Next Category	Shift-F3
Goto ...	Ctrl-G

Undo

Undoes the previous edit stored in the [Undo Buffer](#).

Redo

Redoes the next edit stored in the [Undo Buffer](#).

Clear Undo Buffer

Clears the [Undo Buffer](#).

Cut

Places a copy of the selected Object(s) onto the [Clipboard](#) and deletes the selected Object(s) from the file.

Copy

Places a copy of the selected Object(s) onto the [Clipboard](#).

Paste

Copies the Object(s) on the [Clipboard](#) into the highlighted location within the current file.

Find ...

an.factory supports the ability to find Objects either by name or by category.

Searches start from the currently selected Object.

Selecting the **Find ...** option brings up the [Find](#) dialog, that allows you to specify the string to search for, along with options that can be used to refine the search.

Find Next

If you have defined the **Find** criteria within the **Find** dialog, then this option will repeat the search using the same criteria.

Find Category ...

You can also search by category by selecting **Find Category ...** option, which brings up the [Find Category](#) Dialog.

Find Next Category

If you have defined the **Find Category** criteria within the **Find Category** dialog, then this option will repeat the search using the same criteria.

Goto ...

Selecting this option brings up the [Goto](#) Dialog, which allows you to quickly navigate to a numbered Object.

The View Menu

The View menu provides the following options:

<input checked="" type="checkbox"/> Tool Bar	<input checked="" type="checkbox"/> Tool Bar	<input checked="" type="checkbox"/> Tool Bar
<input checked="" type="checkbox"/> Status Bar	<input checked="" type="checkbox"/> Status Bar	<input checked="" type="checkbox"/> Status Bar
<input checked="" type="radio"/> No Split	<input type="radio"/> No Split	<input type="radio"/> No Split
<input type="radio"/> Horizontal Split	<input checked="" type="radio"/> Horizontal Split	<input type="radio"/> Horizontal Split
<input type="radio"/> Vertical Split	<input type="radio"/> Vertical Split	<input checked="" type="radio"/> Vertical Split
<input checked="" type="radio"/> Tree	Left Pane ▶	Top Pane ▶
<input type="radio"/> Table	Right Pane ▶	Bottom Pane ▶
Refresh	Refresh	Refresh
Preferences ...	Preferences ...	Preferences ...

Note how some of the options change depending on whether or not the [Child Window](#) is split.

When the [Child Window](#) is split the **Left/Top Pane** and **Right/Bottom Pane** menu options have the following sub menu.

<input checked="" type="radio"/> Tree
<input type="radio"/> Table

Tool Bar

When checked the an.factory [Tool Bar](#) is visible.

Status Bar

When checked the an.factory [Status Bar](#) is visible.

No Split

When checked the current [Child Window](#) is not split.

Horizontal Split

When checked the current [Child Window](#) is split horizontally.

Vertical Split

When checked the current [Child Window](#) is split vertically.

Tree

When checked the main/left/top pane in a [Child Window](#) displays data in a [Tree View](#).

Table

When checked the main/right/bottom pane in a [Child Window](#) displays data in a [Table View](#).

Refresh

Refreshes all open [Child Windows](#).

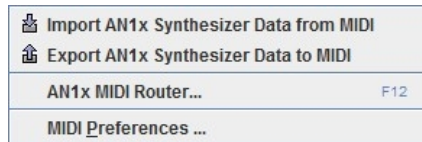
This command is provided in case the screen is not properly updated following an edit operation. There are a couple of odd bugs I cannot track down on screen updates. So if you come across them as well, then this command will force a redraw of the windows.

Preferences ...

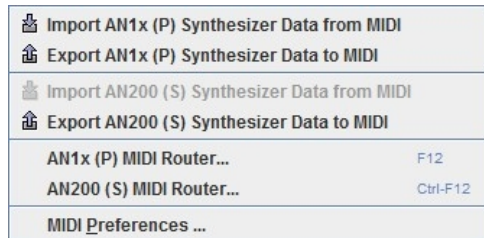
Opens the an.factory [Preferences Dialog](#).

The MIDI Menu

The MIDI menu provides the following options:



Note that if the Secondary Synth is enabled then two sets of import and export options are enabled for both the Primary and Secondary Synth, and in this case the menu then looks a little different:



Import AN1x/PLG150-AN/AN200 Synthesizer Data from MIDI

Imports Voices, Sequences and Songs (depending on the type of Synth) from the Synth via MIDI to the currently selected Window.

If the Synth is an AN200, then the following dialog appears, which waits for and captures the data exported from the AN200.



The AN200 does not support a program like an.factory being able to request the data, so you must manually send the bulk dump data. First, select the "Import From MIDI" command from an.factory's MIDI menu, and once this is visible and waiting for data then initiate the bulk dump from the AN200. The dialog box shows that the data being received. Once all data has been sent, press the "OK" button, or press the "Cancel" button to cancel the import.

Export AN1x/PLG150-AN/AN200 Synthesizer Data to MIDI

Exports Voices, Sequences and Songs (depending on the type of Synth) to the Synth via MIDI from the currently selected Window.

Note: The **Export To MIDI** option is only enabled if you have [registered](#) an.factory.

MIDI Router ...

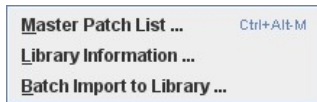
Opens the [MIDI Router](#) Dialog which allows you to use another keyboard to audition AN1x Data.

MIDI Preferences ...

Opens the [Preferences](#) Dialog with the [MIDI Preferences](#) Tab active.

The Tools Menu

The **Tools** menu provides the following options:



Master Patch List ...

Opens the [Master Patch List](#) dialog.

This option is only enabled if your copy of an.factory is [registered](#).

Library Information ...

Opens the [Library Statistics](#) dialog.

This option is only enabled if your copy of an.factory is [registered](#).

Batch Import to Library ...

Opens the [Batch Import To Library](#) dialog.

This option is only enabled if your copy of an.factory is [registered](#).

The Window Menu

The **Window** menu provides the following options:

Tile <u>H</u> orizontal	Ctrl+Alt+H
Tile <u>V</u> ertical	Ctrl+Alt+V
M aximise Windows	Ctrl+M
R estore Windows	Ctrl+R
M inimise Windows	Ctrl+I
<input type="checkbox"/> View AN1x Synthesizer Data	
<input type="checkbox"/> View AN Library	
FactoryPresets.an1	
JP8000.an1	

In the example given above, you'll see that after the predefined menu options there are menu options that allow you to select the windows currently open within an.factory (JP8000.AN1 and FactoryPresets.AN1 in our example menu).

If the Secondary Synthesiser is not enabled, then there is only one menu option to open the (primary) Synth Window.

If the Secondary Synthesiser is enabled, then an extra menu item is added to allow the Secondary Synth Window to be opened as well as the primary Synth Window.

Tile <u>H</u> orizontal	Ctrl+Alt+H
Tile <u>V</u> ertical	Ctrl+Alt+V
M aximise Windows	Ctrl+M
R estore Windows	Ctrl+R
M inimise Windows	Ctrl+I
<input type="checkbox"/> View AN1x (P) Synthesizer Data	
<input type="checkbox"/> View PLG150-AN (S) Synthesizer Data	
<input type="checkbox"/> View AN Library	

Tile Horizontal

Arranges all non-minimised [Child Windows](#) along the horizontal axis.

Tile Vertical

Arranges all non-minimised [Child Windows](#) along the vertical axis.

Maximise Windows

Maximises all [Child Windows](#) so they all occupy the size defined by the desktop.

Restore Windows

Restores all maximised/minimised [Child Windows](#) to their normal state.

Minimise Windows

Reduces all [Child Windows](#) to their iconised state.

View Synthesizer Data (Primary and Secondary)

Opens or closes a [Synthesizer Window](#) which provides a view on preset and user synth data. The text of the menu option identifies the type of the synth (AN1x, PLG150-AN or AN200).

If the Secondary Synthesiser is not enabled, then there is only one menu option to open the (primary) Synth Window.

If the Secondary Synthesiser is enabled, then an extra menu item is added to allow the Secondary Synth Window to be opened as well as the primary Synth Window. The menu text identifies if the synth is the Primary (P) or Secondary (S) Synth Window.

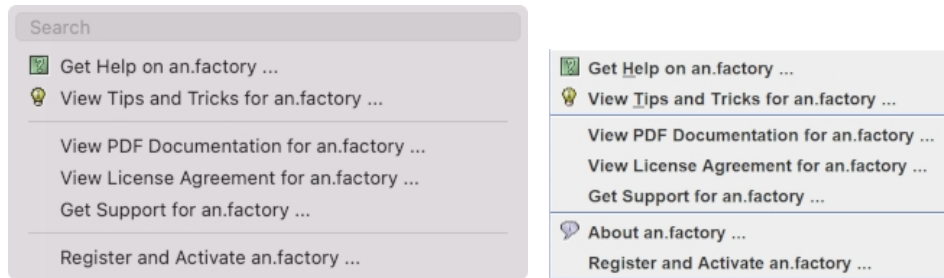
View AN Library

Note: This menu option is only visible if you have [registered](#) an.factory.

Opens or closes the [AN Library Window](#) which provides a view on the AN Library.

The Help Menu

The **Help** menu provides the following options (OS X and Windows versions are shown):



Search

OS X only. This is a standard OS X Menu function currently not working with an.factory. One day....

Get Help on an.factory ...

Displays the an.factory [Online Help](#) system.

View Tips and Tricks for an.factory ...

Displays the an.factory [Tips and Tricks](#) Dialog.

View PDF Documentation for an.factory ...

Displays the PDF documentation for an.factory. Note that there needs to be a registered viewer for PDF files on your system for this command to work

View License Agreement for an.factory ...

Displays the an.factory [License Agreement](#) in a dialog box.

View License Agreement for an.factory ...

Provides a link to the [x.Librarian's Support Page](#).

About an.factory ...

This menu option is not available if the host operating system is OS X. On OSX there is an **About an.factory** menu option in the [an.factory Application Menu](#).

Displays the an.factory [About Dialog](#), which provides some basic information about the program, such as the version number.




















Register and Activate an.factory ...

Displays the an.factory registration and activation Dialog.

See the [Registration Section](#) for details of how to register an.factory.

Tool Bar

The Tool Bar contains buttons for common operations, such as opening and saving files.

-  Displays the [New File](#) Dialog, which allows you to create a new file
-  Displays the [Open File](#) Dialog to allow you to select a file to open
-  [Saves](#) the currently selected file
-  Displays the [Save As](#) Dialog to allow you to select a different name for the currently selected file
-  [Saves](#) all the open files to disk
-  Cuts the selected Objects and places them on the [Clipboard](#)
-  Copies the selected Objects and places them on the [Clipboard](#)
-  Pastes the contents of the [Clipboard](#) to the current selection
-  [Undoes](#) the previous edit
-  [Redoes](#) the previous edit
-  Displays the [Find](#) Dialog to allow you to define the search criteria and then search for the first occurrence
-  Searches for the next occurrence of the search criteria defined in the [Find](#) Dialog
-  Imports Voices/Performances from the AN1x via the [MIDI](#) interface
-  Exports Voices/Performances to the AN1x via the [MIDI](#) interface
-  Displays the [Preferences](#) dialog where you can configure an.factory
-  Displays the an.factory [Online Help](#) index page
-  Enables [Context Sensitive](#) Help
-  Displays the [Tips and Tricks](#) Dialog
-  Displays the [About](#) Dialog

The Save and MIDI export buttons are only enabled if an.factory is [Registered](#).

If the CTRL key is held down when clicking the MIDI import or export buttons then the action is applied to the Secondary Synth (if enabled).

The Tool Bar can be dragged and made a floating toolbar by clicking and dragging the handle to the left of the Tool Bar.

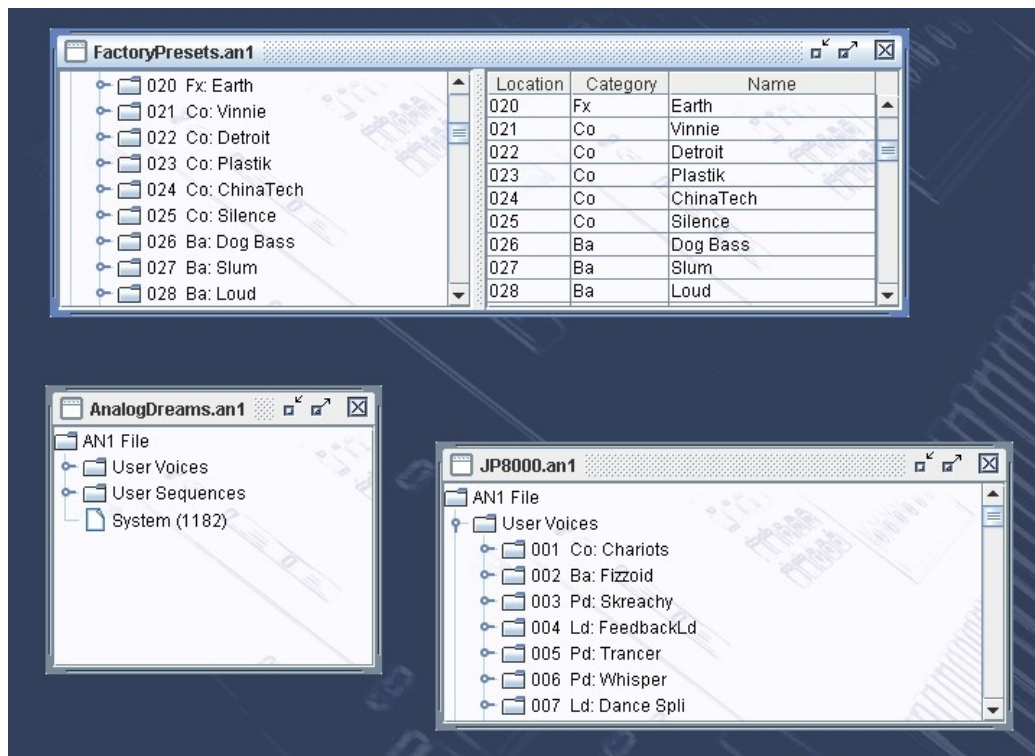
The Tool Bar can also be dragged to a different window border other than the top border.

The Tool Bar can be hidden/unhidden by the **Tool Bar** menu option on the [View](#) menu.

The Tool Bar whilst floating can be docked once more by closing it.

Desktop

The Desktop portion of the window is where the AN1x data is portrayed. Several files may be opened and shown within [Child Windows](#) upon the Desktop portion of the window. The following example shows three [Child Windows](#) open on the Desktop.



The [Window Menu](#) provides menu options to:

- Tile (either vertically or horizontally) all [Child Windows](#) that are not iconised
- Minimise all [Child Windows](#)
- Maximise all [Child Windows](#)
- Restore all [Child Windows](#)
- Select a specific [Child Window](#)
- Open the [AN1x Synthesizer Window](#)
- Open the [AN1x Library Window](#)

When a file is opened, a [Child Window](#) is added to the Desktop Area.

Child Window

The Child Window provides the **View** upon the data within the file it is associated with.

The Child Window is maximised by default when it is opened, and can be minimised, restored or closed by the buttons to the right of the Child Window's title bar.

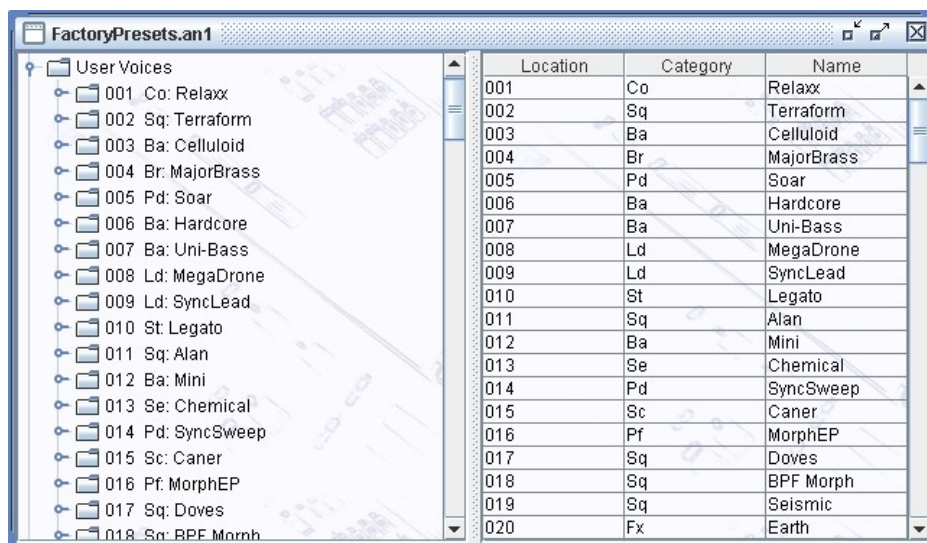
The menu options on the [View](#) menu can be used to change the View to a [Table](#) view, which can show either a Voice Table or a Sequence Table.

It's also possible to have either a horizontally or a vertically split View which can show any of the following combinations:

- A [Tree](#) and a [Table](#)
- A [Table](#) and a [Tree](#)
- Two [Trees](#)
- Two [Tables](#)

The default Child Window View applied when a file is opened is set in the [Default View Tab](#) of the [Preferences](#) Dialog.

The following example shows a Child Window that is split and showing both a [Tree View](#) and a [Table View](#) on the same data.



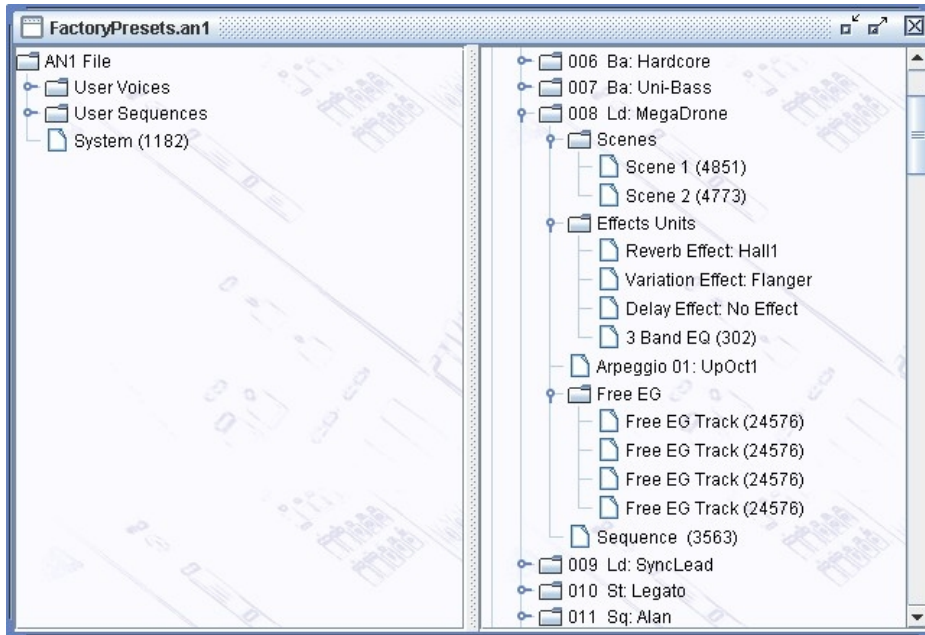
The [Tree](#) and [Table](#) views support drag [move](#) and drag [copy](#) operations, and the views will automatically scroll whilst drag operations are in progress.

an.factory also provides two special Child Windows:

- The [AN1x Synthesizer](#) Window.
- The [AN1x Library](#) Window (This Window is only available if you have [registered](#) an.factory).

Tree View

The **Tree View** shows the AN1x data as a hierarchical tree, and can show more information than the [Table View](#). The following example shows a split [Child Window](#) with two Tree Views.



Basically, information is shown as a set of hierarchical **Objects**. Objects may have children attached to them, and they themselves may have further child Objects (e.g. a Voice Object, has a child Object for its Scenes, and this Object groups the Scenes in the Voice).

The basic tree structure is a **Root Object** at the top of the tree under which are various Object **Collections** which themselves contain further data.

You can double click on an item, and if the item is a voice, it will be exported to the synth's Edit buffer

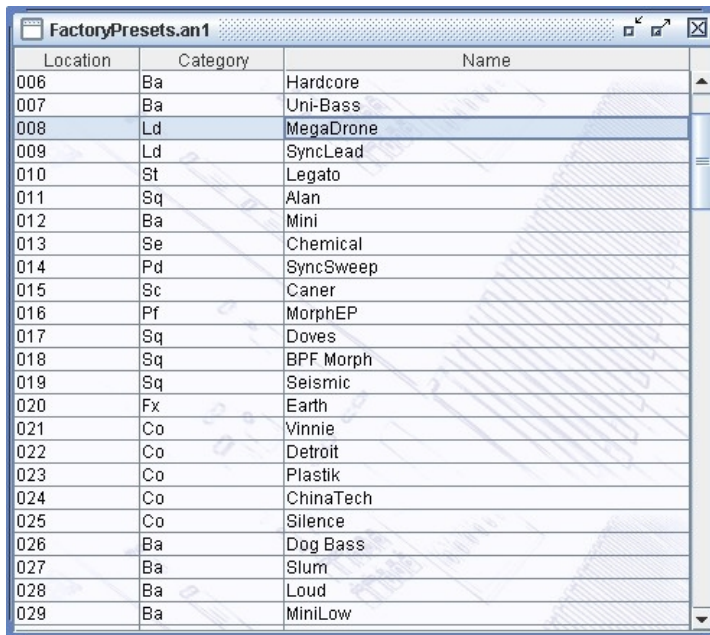
You can also triple click on an item, and if the item is a voice, it will be exported to the synth's Edit buffer and the [MIDI Router](#) will also be opened

The Tree View allows multiple Objects to be selected, which is useful for performing operations only upon certain Objects. You can only perform operations upon Objects of the same type.

If you wish to perform an operation upon all Objects in a Collection, simply select the Collection containing the Objects.

Table View

The Table View provides a more high level overview of the data than the [Tree View](#), and the representation of the data is more compact. The following example shows a [Child Window](#) with a single Table View providing information on a file's Voices.



Location	Category	Name
006	Ba	Hardcore
007	Ba	Uni-Bass
008	Ld	MegaDrone
009	Ld	SyncLead
010	St	Legato
011	Sq	Alan
012	Ba	Mini
013	Se	Chemical
014	Pd	SyncSweep
015	Sc	Caner
016	Pf	MorphEP
017	Sq	Doves
018	Sq	BPF Morph
019	Sq	Seismic
020	Fx	Earth
021	Co	Vinnie
022	Co	Detroit
023	Co	Plastik
024	Co	ChinaTech
025	Co	Silence
026	Ba	Dog Bass
027	Ba	Slum
028	Ba	Loud
029	Ba	MiniLow

The Table View can only show one Collection of Objects at a time.

The Table View can show either Voices, Sequences or AN200 Songs.

You can select whether a Table View shows Voices or Sequences by right clicking within the table to access the context sensitive menu, upon which can be found menu options to select either a Voice Table or a Sequence Table.

Each row within the table shows one Object.

You can double click on a row, and if the item is a voice, it will be exported to the synth's Edit buffer

You can also triple click on an row, and if the item is a voice, it will be exported to the synth's Edit buffer and the [MIDI Router](#) will also be opened

The Table View's context sensitive popup menus support editing operations. In a Voice Table, the cells in a Row that contain the Object's **Category** and **Name** can be directly edited by clicking in them. Sequences and Songs do not have user editable names and they are generated by an.factory

AN Synthesizer Window

The AN Synthesizer Data Window is made visible by ensuring the **View AN Synthesizer Data** option in the [Window Menu](#) is checked. The title of the menu option will vary depending on the type of synth

The text of the title bar identifies the type of the synth (AN1x, PLG150-AN or AN200). If the Secondary Synth Window is enabled then the text of the title bar also identifies if the synth window is the Primary (P) or the Secondary (S) Synth.

This Child Window is a special View that shows the following AN **Preset and User Data Collections**:

- User Voices (User Patterns for AN200)
- User Sequences (AN1x and PLG150-AN)
- User Songs (AN200)
- System Data
- Preset Arpeggios
- Preset Pattern Name List (AN200)
- Preset Rhythm Track Instrument List (AN200)

The purpose of showing these User Data Collections is to allow drag and drop transfers of data between an.factory and the AN synth via the [MIDI Interface](#).

The Preset Arpeggio data can be drag copied onto Voices/Patterns to reference the preset arpeggio data. Similarly, the other AN200 preset data can be drag copied.

AN Library Window

Note: This Window can only be opened if you have [registered](#) an.factory.

The AN Library Data Window is made visible by ensuring that the **View AN Library** option in the [Window Menu](#) is checked.

Category	Name	Type	Rating	Comment	Author	Source
Ba	Acid 3	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Ba	Add Sync	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sq	Alan	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Br	Allpass	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sq	AmalogFlow	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Pd	Ambience	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
St	Analog	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sc	BIG Sweep	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Ld	BIG Sync	AN1x	☆☆☆☆☆	Nice Sync Lead	Yamaha	yamaha_best_of.an1
Sq	BPF Morph	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sq	BPF-Trance	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Ba	Bassline	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Pd	BigBlue	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sc	BigReso	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Sc	Billy	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1
Br	Brassmorph	AN1x	☆☆☆☆☆		Yamaha	yamaha_best_of.an1

This Child Window is a special View that shows the contents of the AN Library.

Like the standard [Table View](#), you can select the view of type of objects that you wish to view (e.g. Voices, Performances, etc.), which includes Files and Authors that are stored in the Database.

The window can be configured to be either a [Tree](#) or a [Table](#) view. The [Table](#) view is recommended because filtering capabilities are available, which are described below.

AN Library Table View Columns

The following columns can be found in the Library table. Not all columns are available in a table view, depending on the type of data being viewed. For example, only Voices have the **Type** Column.

Category	The Category of an Object. Not all Objects have a defined Category
Name	The Name of an Object. Note that this name can be up to 50 characters long, so you can provide a more meaningful name for an object within the Library (the original name is preserved for when the object is copied from the Library).
Type	The type of the object (e.g. the type of voice). Not all Objects have a defined Type.
Rating	Each Object object can be assigned a rating, from unrated to five stars. Filtering on this column will allow you to quickly find you favourite items.
Comment	Each object can have a comment associated with it of up to 100 characters. For example, you could use this field to contain keywords that you use to describe a sound's character in more detail. This could help you to define a filter to search for a sound.
Author	You can define the Author for each Object. This field defaults to "Unknown" when objects are added to the Library. You can setup an.factory to prompt you for an Author name when a new file is being added to the database.
Source	The name of the source file that an Object was copied from when it was added to the Library.

Table Sorting

You can sort a table by a column by clicking on a column heading in the table header. for example to sort voices by name, then click on the **Name** column heading. The sorting will cycle through the following states each time you click a column header:

- Unsorted
- Sort Ascending
- Sort Descending

Data Export

If you check the **Automatically Export Selected Item** option, then when you select a Voice it is automatically exported to the Voice Edit Buffer.

This, for example, allows you use the cursor keys to move though the library Voices and have them automatically exported to the Edit Buffer without having to do anything else. Please note however, that with this option enabled, then the scrolling is slowed down. Don't forget that you can double click on a Voice to

export it.

Table Filtering

The database table provides a very comprehensive filtering capability, which allows you to filter on any column or combination of columns. For example, you can filter on voices with a name that contains the phrase "Fred", combined with a category filter for "pads", combined with a type filter for AWM voices, and finally filter for those which have a three star rating.

You can enter a filter for each column using the filter header that is above the table column names.

Table filtering works in conjunction with table sorting

A filter with a grey background is restricted to filtering by items that you can select from the drop down list. For example, a rating value can only be unrated or rated between 1 and 5 stars

A filter with a yellow background allows you to enter a [PERL Regular Expression string](#) that acts as a filter. Consider the following PERL examples for filtering by name:

- **drum** will match all names containing the phrase **drum** (anywhere in the name);
- **^t** will match all names beginning with the letter **T** ('^' anchors the search to the start of the name);
- **[0-9]\$** will match all names ending with a number character between **0** and **9**. ('\$' anchors the search to the end of the name);
- **^M[0-9]** will match all names starting with letter **M** followed by a numeric character.

That is just an overview of how you can use regular expressions for filtering. More details for how you can form regular expression patterns can be found on the [PERL Regular Expression Page](#)

The drop down list for a Perl Regular Expression filter provides a history of the search terms entered during the session.

Table Filter Controls

At the bottom of the table is a toolbar with the following controls:

Enable Filter	Turns the filter on or off.
Configure Filter	Brings up the Configure Filter dialog box allowing you to control the default behaviour of how the Rating, Comment, Author and Source File columns are filtered.
Reset Filter	Resets the filter.

Table Filter Configuration

When the **Configure Filter Dialog** button is selected, the following dialog appears that allows you to control the behaviour of the filter for specific columns.



- **Rating** - allows you to select whether or not an exact match is required, or if the filter is to allow ratings greater than or equal to the one shown.
- **Comment** - allows you to select if a PERL Regular Expression can be entered, or if choices are restricted to the choices provided in the drop down dialog.
- **Author** - allows you to select if a PERL Regular Expression can be entered, or if choices are restricted to the choices provided in the drop down dialog.
- **Source File** - allows you to select if a PERL Regular Expression can be entered, or if choices are restricted to the choices provided in the drop down dialog.

Status Bar

C:\AN1x\FactoryPres...	AN1 File	Modified					Voices	Sequences
------------------------	----------	----------	--	--	--	--	--------	-----------

The Status Bar provides the following pieces of information (from left to right) for the [Child Window](#) which is currently selected:

- The name of the file currently open, if any. If no file has been selected then this field is blank
- The type of the file
- Whether or not the file has been modified
- If the left/top split pane is a table this indicator identifies what the table is showing (Voices or Performances)
- If the right/bottom split pane is a table this indicator identifies what the table is showing (Voices or Performances)

The Status Bar can be hidden/unhidden by the **Status Bar** menu option on the [View](#) menu

Program Features

an.factory provides the following features:


- [File Operations](#)
- [Undo/Redo Support](#)
- [Clipboard Support](#)
- [MIDI Support](#)
- [Library Support](#)
- [Find and Goto Support](#)
- [Editing Features](#)

File Operations

an.factory supports the following file operations:

- [Create New Files](#)
- [Open Existing Files](#)
- [Save Files](#)
- [Open and Save Workspaces](#)
- [Export Data](#)

Create New File


When the **New File ...** option from the [File](#) Menu or the  button on the [Toolbar](#) is selected, the following dialog appears to allow you to select the type of file to create:

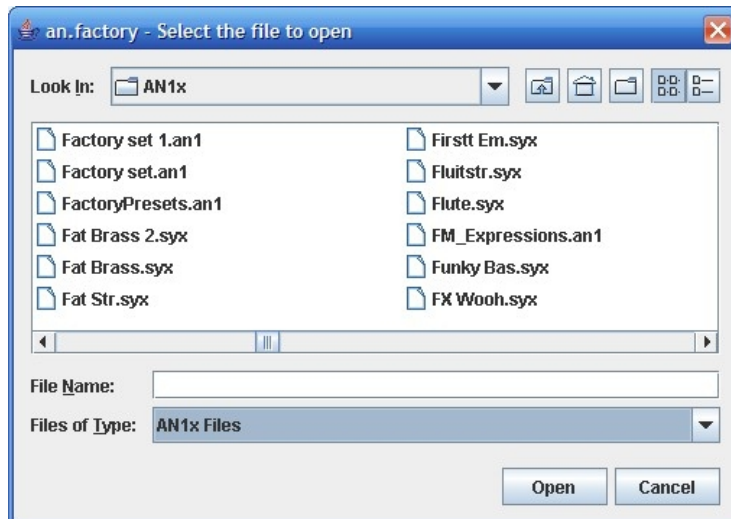


The new data file is given a name in the form of "anfactory_n", where **n** is a number that increments every time a file is created.

Note, this is different from initialising data in a file, as a totally new file is created.

Open Existing File

When the **Open ...** option from the [File](#) menu or the  button on the [Toolbar](#) is selected the following dialog will appear, allowing a file to be selected.



an.factory checks to ensure that the selected file is a valid Yamaha format file, and an error dialog will appear if the file is not valid.

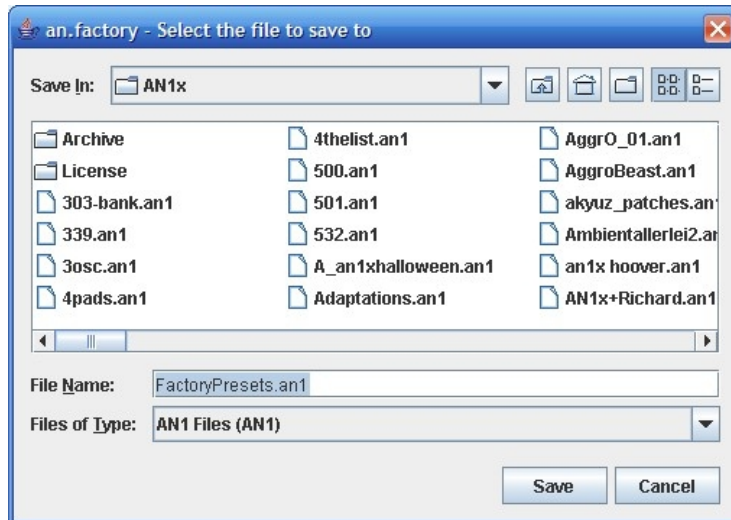
If a file selected for opening is already open, an.factory will ask if you want to replace the file that is in memory.

an.factory can open the following file types:

- AN1 format files created by AN1xEdit
- AN1x SYSEX format files (both bulk dump and edit buffer)
- MIDI format files containing AN1x SYSEX data (both bulk dump and edit buffer)
- ANP format files created by AN1xEdit
- ANS format files created by XgEdit
- PLG150-AN SYSEX format files (both bulk dump and edit buffer)
- MIDI format files containing PLG150-AN SYSEX data (both bulk dump and edit buffer)
- AN2 format files created by XgEdit
- AN200 SYSEX format files (both bulk dump and edit buffer)
- MIDI format files containing AN200 SYSEX data (both bulk dump and edit buffer)

Save Open Files

When you save a file to disk using: the **Save As ...** command from the [File](#) Menu, or when a file created using the **New ...** command from the [File](#) Menu is saved for the first time, the following dialog appears to allow you to select a name for the file.



You can save a file to a different type by selecting **Files of Type** to be the new file type.

Workspaces

an.factory allows you to save the current size and position of the main an.factory window, and the arrangement of the open [Child Windows](#) within an.factory to a file known as a **Workspace**.

This allows you to save a **Workspace** you are using for future recall at a later date.

The following for each [Child Window](#) remembered:

- Window size, position and status (normal, maximised or minimised)
- Horizontal/Vertical Splits, including split position
- Pane type(s) (e.g. Tree, Voice Table or Performance Table)
- Tree node expansion status
- Table column widths
- Scroll position of the pane(s)
- Selection state of the tree nodes, or table rows

Export Data

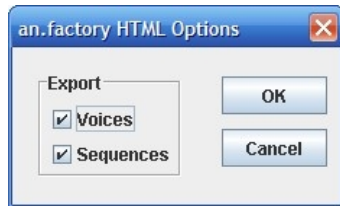
an.factory allows you to export the data in the currently selected file to a variety of different formats.

- [HTML](#)
- [XML](#)
- [Cubase VST Patch List](#)
- [ProTools Patch List](#)
- [Sonar Patch List](#)
- [SpreadSheetML](#)

HTML ...

This option allows you to export a listing of the data in HTML format.

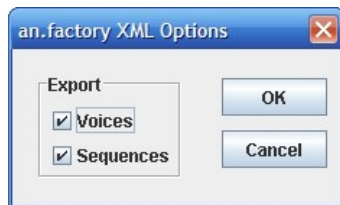
The following dialog will appear, allowing you to select the features to be exported:



XML ...

This option allows you to export a listing of the data in XML format.

The following dialog will appear, allowing you to select the features to be exported.



This export option is intended to provide a means of importing AN1x data into other programmes, e.g. a database

Cubase VST Patch Script ...

This option allows you to export a listing of the Voice data in Cubase VST patch script format.

This allows you to create patch scripts for use within Cubase to ease the selection of patches within the Cubase environment.

Consult your sequencer documentation for details on how to install the patch scripts within your sequencer.

Protools Patch Script ...

This option allows you to export a listing of the Voice data in Protools patch script format (MIDMAN files).

This allows you to create patch scripts for use within Protools to ease the selection of patches within the Protools environment.

Consult your sequencer documentation for details on how to install the patch scripts within your sequencer.

Sonar Patch Script ...

This option allows you to export a listing of the Voice data in Sonar patch script format.

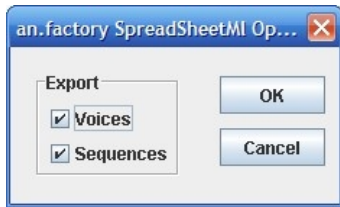
This allows you to create patch scripts for use within Sonar to ease the selection of patches within the Sonar environment.

Consult your sequencer documentation for details on how to install the patch scripts within your sequencer.

SpreadSheetML ...

This option allows you to export a listing of the data in Microsoft SpreadSheetML format.

The following dialog will appear, allowing you to select the features to be exported.



This export option is intended to provide a means of importing AN1x data into either Microsoft Word or Excel, which is a great way to start documenting your patch collections

Undo Buffer

an.factory supports a multi-level Undo/Redo Buffer facility on all edits.

The number of edits which are stored is 100.

The Undo/Redo commands can be found both within the [Edit Menu](#), and on the [Toolbar](#).

Please note that the undo buffer is global across all open files, and is cleared when any file is closed. This may be improved in later releases.

The undo buffer can be cleared by the selecting the **Clear Undo Buffer** option on the [Edit Menu](#). The intention of this feature is to help cope with low memory situations, as it will free up the memory used by stored edits.

Clipboard Support

The an.factory clipboard works just like the clipboard in other applications. It allows you to place an Object or a copy of an Object upon the clipboard and then paste that Object elsewhere within a file or another file.

You can Cut/Copy either a single Object or a Collection of Objects onto the clipboard.

You can only paste from the clipboard to the current location in a file if it makes sense to do so. For example:

- You cannot paste a Voice onto a Sequence
- You cannot paste ten Voices at the end of a Voice Collection if the selection is at Voice 120 or higher

The an.factory clipboard is "local" to the application, and only an.factory Objects can be placed upon it.

an.factory does not support the system clipboard, so it is not possible to cut and paste between an.factory and other applications. I don't think this is a major drawback because I cannot think of any circumstances where you would wish to do this!

MIDI Support

To use an.factory MIDI Export support, your copy of an.factory needs to be [registered](#).

Configuring MIDI Support

The first step is to configure the Device types that you have in the [Device Type Preferences](#) tab in the [Preferences](#) Dialog. Up to two device types are supported: a Primary device and a Secondary Device.

You can select a Device to be either an AN1x, PLG150-AN or AN200. The Secondary Device is not enabled by default, and you need to enable it if required.

To configure MIDI support for each Device, go to the [MIDI Preferences](#) tab in the [Preferences](#) Dialog, and set up the following:

- **Input MIDI Port** and **Output MIDI Port** should be set to the MIDI port(s) to which the AN device is connected
- **SYSEX Device Number** should match the AN Device **Device Number** setting

If you have enabled the Secondary MIDI device then there are two MIDI Device tabs, one for each device. Both tabs are identical, so only one is described.

If the Device Number on the AN device is set to **ALL** then it will accept data for any SYSEX Device.

You can check that these settings work (for the AN1x only) by pressing the **Test MIDI Settings** button. When you press this button a test message is sent to the AN device and the subsequent Dialog will tell you if communication was successful or if there was a problem.

The above steps set up the basic communication mechanism for MIDI support, and you then can set up the remaining options according to your preferences:

- If you never work with Sequences then you can exclude them from the bulk transfers by clearing the **Include Sequences in Bulk Transfer** checkbox
- If you never work with Songs then you can exclude them from the bulk transfers by clearing the **Include Songs in Bulk Transfer** checkbox
- You can exclude System settings from the bulk transfers by clearing the **Include System Data in Bulk Transfer** checkbox
- If you wish for an.factory to always read the AN device data (AN1x only) on startup then check the **Read MIDI Data on Startup** checkbox
- If you wish for changes made to the AN Synthesizer Window to be automatically written to the AN device then check the **Automatically Update Device after Synth Window Edit** checkbox
- You can adjust how long that an.factory will wait for a response from the AN device by adjusting the **Timeout Delay** value, which is given in milliseconds
- You can select whether or not an.factory sends "native" AN1x messages to a PLG150-AN or AN200 device (the device will perform the parameter conversions) or if an.factory converts the data before sending it.

The **Transmit Buffer Size**, **Transmit Delay Between Buffers** and **Transmit Delay Between Objects** values should not require adjustment. an.factory sends data to the AN Device by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value. When an.factory sends a packet it waits for the time period specified by **Transmit Delay Between Buffers** before sending the next packet, and it waits for the time period specified by **Transmit Delay Between Objects** after the last packet is sent. The delay parameters are specified in milliseconds. You may need to adjust these values (smaller buffers, longer delays) if communications is not reliable, and you may if you wish adjust these values (larger buffers, smaller delays) to maximise data transfer Sequence. If you adjust these values, please ensure that you test the transfer to ensure it is reliable, *otherwise you may risk losing data*. Note: Some MIDI interfaces do not like large packet sizes: I recently upgraded to a MOTU interface and ran into problems with MIDI export until I altered an.factory to send messages in small chunks defined by the above parameters!

Copying/Moving Voices, Sequences and Songs

In operation, using MIDI is quite straightforward. an.factory will transparently convert between AN1x, PLG150-AN and AN200 file formats as required depending on the source and destination file types. Similarly, an.factory will perform conversions as required between a source file and the data sent to/from the Primary and Secondary MIDI Ports.


You can import all the AN Device Voices/Sequences/Songs into any [Child Window](#) (including the [AN Device Synthesizer](#) Window) by selecting the **Import from MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#).

This imports all Voices, and all Sequences (for an AN1x) if you have set the [MIDI Preferences](#) options to include Sequences during the bulk transfers into the selected window.

If the Synth is an AN200, then the following dialog appears, which waits for and captures the data exported from the AN200.



The AN200 does not support a program like an.factory being able to request the data, so you must manually send the bulk dump data. First, select the "Import From MIDI" command from an.factory's MIDI menu, and once this is visible and waiting for data then initiate the bulk dump from the AN200. The dialog box shows that the data being received. Once all data has been sent, press the "OK" button, or press the "Cancel" button to cancel the import.

Similarly you can also export all Voices and Sequences or Songs using the **Export MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#).

Note if you import or export MIDI data to/from a [Child Window](#) which is opened from a data file, then the [AN Device Synthesizer](#) Window is also updated with the Voices/Sequences being imported/exported.


And you can also [move/copy](#) Voices/Sequences between the [AN Device Synthesizer](#) Window and [Child Window](#) using drag and drop.

You can also import/export a Voice or Sequence to/from the AN Device Edit Buffer by selecting a single Voice/Sequence and selecting the import/export to/from AN Device Edit Buffer options from the Voice's or Sequence's Context Sensitive Menu. You can also use the [keyboard shortcuts](#) for doing this.

Exporting Voices from an.factory to the AN Device Edit Buffer is really handy, for example, when trying to find a particular Voice in a file and you don't wish to load the whole file into the AN Device.

Finally you can also perform all the operations on Voices/Sequences in the [AN Device Synthesizer](#) Window that you can upon Voices/Sequences in a normal [Child Window](#).

If you have the **Automatically Update AN Device after Synth Window Edit** option active, when you change data in the [AN Device Synthesizer](#) Window then the changes are automatically exported to the AN Device.

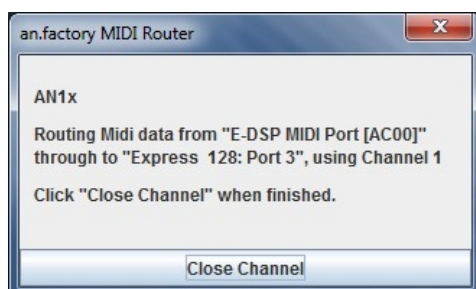
So you may wish to turn the **Automatically Update AN Device after Synth Window Edit** option off during intensive editing sessions. Once you've made all your changes you then select the **Export MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#) Export option to manually export the changes.

If you quit an.factory with changes still present in the [AN Device Synthesizer](#) Window that have not been exported, then you will be asked if you wish to export the data or not.

MIDI Keyboard Routing

an.factory has a facility to allow MIDI data from an additional MIDI input port, defined in the [MIDI Preferences](#) dialog, to be routed to the port you have selected for an.factory to output MIDI data on. This allows, for example, you to use a master keyboard (which may be closer to your computer) to be used when auditioning AN1x sounds that you've sent from an.factory to the AN1x edit buffer.

You access this feature by selecting the **AN1x MIDI Router ...** option in the [MIDI Menu](#) or by pressing the **F12** function key whenever you need it, which activates the following dialog.



The name of the menu option will change depending on the selected device. A MIDI router option also exists for the secondary device if enabled.

The router uses the MIDI channel defined in the [MIDI Preferences](#) dialog. This can either be the channel transmitted by the source device, or the specified channel.

The routing is active until you close the dialog by selecting the **Close Channel** button or by pressing the **ESC** key.

Library Support

To use the an.factory Library, your copy of an.factory needs to be [registered](#).

Configuring the Library

To configure the Library, go to the [Library Preferences](#) tab in the [Preferences](#) Dialog, and set up the preferences for the Library.

Adding Objects to The Library

The following Objects can be added to the Library.

- Synthesizer
- Voices
- Sequences

You can add Objects to the Library using the following methods:

- Use the **Add To Library** function that can be found in an Object's context menu;
- [Drag Copy](#) an Object or Selection of Objects over the [AN Library Window](#).
- Using the copy and paste functions of the [Clipboard](#).

Please note that you can only **Drag Copy** Objects to the [AN Library Window](#); you cannot **Drag Move** them.

Referenced objects are also copied to the Library if they are not already present in the Library. For example, if you copy a Performance and it references Voices then they are also copied if required.

If an object is copied to the Library and it is already present in the library (either a complete match or just a match in name), then the actions you have configured in the [Library Preferences](#) tab in the [Preferences](#) Dialog are taken.

You can also [Batch Import](#) files to the library

Copying Objects From The Library

You can copy Objects from the Library to a file using the following methods:

- [Drag Copy](#) an Object or Selection of Objects from the the [AN Library Window](#) to a file.
- Using the copy and paste functions of the [Clipboard](#) to copy an object from the [AN Library Window](#) and paste it to a destination file.

Referenced objects are also copied from the Library if they are not already present in the destination file and the destination file supports them. For example, if you copy a Performance and it references Voices then they are also copied if required.

Deleting Objects From The Library

To delete an object from the library, right click over the Object or selection of Objects and select the **Delete** option from the context menu

Exporting Voices From The Library to the AN

You can send Voices from the Library to the AN edit buffer by right clicking over a selected object and selecting the **Export to AN Edit Buffer** option from the context menu.

You can also [Drag Copy](#) a Voice or Selection of Voices from the the [AN Library Window](#) to the [AN Synth Window](#)

Extracting Files from the Library

If you set the Library Table View to show Files, you can right click over a file and select the **Extract File** menu option, which will recreate the original file from all the source data held in the database. The file can then be saved. This option is also available for Files shown in the Library Tree View

List File Usage

If you right click over an object in the Library, and select the **List File Usage...** menu option, a dialog will be displayed which shows all the files in the Library that make use of that object.

Several files may refer to a single object based on the setting on the Library import preferences if they are set not to add identical objects. If this is set only a single copy is stored, and all files that contained the identical object only refer to that single object within the Library

New Author

If you set the Library Table View to show Authors, you can right click in the Table and select the **New Author** menu option, which displays a dialog that allows you to create a new Author. This option is also available in the Library Tree View by right clicking over the **Author** branch

Library Information ...

Opens the [Library Statistics](#) dialog.

Find and Goto Facilities

Find Dialog

an.factory supports the ability to find Objects by name.

Searches start from the currently selected Object.

Selecting the **Find ...** option on the [Edit Menu](#) brings up the **Find** dialog, that allows you to specify the string to search for. In addition, there are several options that can be selected to help refine the search.



Find What	The text string to search for.
Match Case	If this option is checked then the search is case sensitive. If this option is not checked then the search is case insensitive.
Match Whole Name	If this option is checked then the search string must match the entire name of an Object. E.g. "pan" would match a Voice called "pan", but not a Voice called "pandora". If this option is not checked then the search can match a sub string within a name. E.g. "dor" would match a Voice named "dor" and a Voice called "pandora".
Use Wild Cards	If checked an.factory will treat the "Find What" text as a "regular expression" to allow you more control over the search, such as matching text at the start of a name, or the end of a name, words with numbers in, etc.

The regular expression language used for an.factory wild card support is the Perl Regular Expression Syntax. Rather than try and write up this powerful syntax myself into the an.factory documents, I'll direct you to the [Perl Regular Expression Syntax](#) page for a description of how to use this powerful feature.

Find Category Dialog

You can also search by category by selecting **Find Category ...** option on the [Edit Menu](#), which brings up the **Find Category** Dialog.

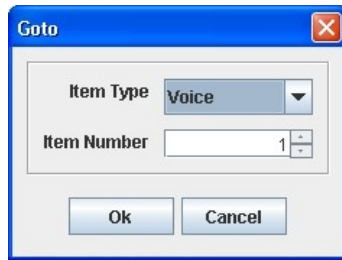
This option allows you to search, for example, for all string Voices in a file.



Simply select the Category from the "Find Category" combo box that you wish to search for, and that's all there is to it.

Goto Dialog

Selecting this option on the on the [Edit Menu](#) brings up the **Goto** Dialog



Item Type	The type of Object to go to <ul style="list-style-type: none">• You can select either Voices or Sequences in a Tree View.• If a Voice Table is the selected view, then you can only Goto another Voice.• If a Sequence Table is the selected view, then you can only Goto another Sequence.
Item Number	The number of the Object to go to.

Note that **Goto** is not support in the [AN1x Library Window](#).

Editing Features

an.factory supports the following editing features:

- [General Editing Features](#)
- [Synth Editing Features](#)
- [Voice Editing Features](#)
- [Sequence Editing Features](#)
- [Song Editing Features](#)
- [System Settings Editing Features](#)

General Editing Features

an.factory supports many editing features, some of which are classed as general features that are applicable to all or most Objects.

The general features are described here in one place for convenience:

- [Copy/Move Object](#)
- [Initialise Object](#)
- [Rename Object](#)
- [Insert Object](#)
- [Delete Object](#)
- [Sort Objects](#)
- [Add Objects to Library](#)

The following table shows whether or not a general edit operation can be applied to a particular type of Object:

Object Type	Move	Copy	Initialise	Rename	Insert	Delete	Sort	Add To Library
Synth Object	Y	Y	Y	N	N	N	N	Y
Voice Collection	Y	Y	Y	N	N	N	Y	Y
Voice	Y	Y	Y	Y	Y	Y	N	Y
Voice Scene Collection	Y	Y	Y	N	N	N	N	N
Voice Scene	Y	Y	Y	N	Y	Y	N	N
Voice Effects Collection	Y	Y	Y	N	N	N	N	N
Voice Reverb Unit	Y	Y	Y	N	N	N	N	N
Voice Variation Effect Unit	Y	Y	Y	N	N	N	N	N
Voice Delay Effect Unit	Y	Y	Y	N	N	N	N	N
Voice 3 Band EQ Unit	Y	Y	Y	N	N	N	N	N
Voice Arpeggio	Y	Y	Y	N	N	N	N	N
Voice Free EG	Y	Y	Y	N	N	N	N	N
Voice Free EG Track	Y	Y	Y	N	Y	Y	N	N
Voice Sequence	Y	Y	Y	N	N	N	N	N
Sequence Collection	Y	Y	Y	N	N	N	N	Y
Sequence	Y	Y	Y	N	Y	Y	N	Y
Song Collection	Y	Y	Y	N	N	N	N	Y
Song	Y	Y	Y	N	Y	Y	N	Y
Song Measure	Y	Y	Y	N	Y	Y	N	Y
System Parameters	Y	Y	Y	N	N	N	N	N

Copy/Move Object

an.factory makes extensive use of drag and drop for copying and moving Objects.

You can drag copy or move Objects within a file or between files, and you can drag single items or multiple items.

The default drag operation is to move an Object, and there are two types of move operations:

- Moving an Object within its Parent Collection (e.g. moving a Voice from location 1 to location 4)
- Moving an Object to a new Parent Collection (e.g. moving a Voice from one file to another file)

When you move an Object to a new Parent Collection then the original Object is removed and replaced with an initialised Object of the same type.

To copy an Object using drag and drop, you must have the **DRAG MODIFIER** key held down during the operation. The **DRAG MODIFIER** key is platform dependent. On the PC platform it is the **CTRL** key.

You can tell that a copy operation is in progress as the drag image icon has a + sign visible.

When you drag multiple items they must be of the same type. For example you can drag several Voices, but not Voices and Sequences together.

an.factory provides the following drag/drop feedback to assist in determining the effects of a drag/drop operation:

- Cursor: Indicates if the move is either a copy or a move, or if the drop is invalid (e.g. trying to drag a Voice onto a Scene)
- Drag image: A simple pictorial representation of what is being dragged
- Drop Point: an.factory shows the drop point as either a cue line drawn between Objects if an Object is being moved within its parent (e.g. an Operator within a Voice), or a cue rectangle drawn around the drop location for all other moves and copy operations which are valid

When a [Child Window](#) is split, Objects can be dragged and dropped between either side of the split point. This is handy, for example, for dragging Objects between the start of a Collection and the end of a Collection.

The [Tree](#) and [Table](#) views will auto-scroll in drag and drop operations, when you move the cursor to either the top or the bottom of the pane and hold it there.

If you drag an Object onto a [Tree View](#) and over a valid parent Object (e.g. a Scene over a Voice) and the parent Object is collapsed within the Tree, and you hold the cursor over the Parent Object for a few seconds it will automatically expand.

Initialise Object

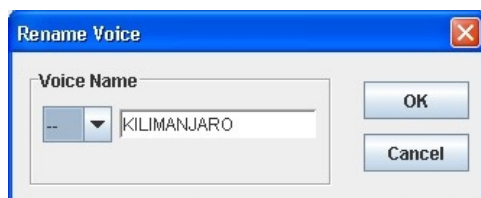
Initialises the selected Object to its default state.

Multiple Objects of the same type can be selected for initialisation.

The **Initialise** command is found upon the **Context Sensitive Menu** in both the [Tree View](#) and the [Table View](#).

Rename Object

Renames the selected Object using the following dialog, which can also be used to change the object category:



Only one Object can be selected for renaming.

The **Rename** command is found upon the **Context Sensitive Menu** in the [Tree View](#)

To rename Objects in the [Table View](#), simply double click in the **Name Cell** of the required Object to edit the name.

Insert Object

Inserts an Object into a Collection at the current location.

The **Insert** command is found upon the **Context Sensitive Menu** in both the [Tree View](#) and the [Table View](#).

You can insert more than one Object at a time by selecting multiple Objects prior to executing the **Insert** command.

For example if you wish to insert three Voices at location 10, select Performances 10, 11 and 12 and then execute the **Insert** command.

Note that when you insert one or more Objects, then the commensurate number of Objects at the end of the Parent Collection are removed if required. This is necessary to maintain the correct number of Objects in a Collection.

For example, a AN1x Voice Collection can only contain 128 Voices, so if two Voices are inserted into the Collection then two Voices must be removed from the end of the Collection to maintain the correct size.

Delete Object

Deletes an Object at the current location.

The **Delete** command is found upon the **Context Sensitive Menu** in both the [Tree View](#) and the [Table View](#).

You can delete more than one Object at a time by selecting multiple Objects prior to executing the **Delete** command.

For example if you wish to delete three Voices at location 10, select Performances 10, 11 and 12 and then execute the **Delete** command.

Note that when you delete one or more Objects, then a commensurate number of Objects at the end of the Parent Collection are added if required. This is necessary to maintain the correct number of Objects in a Collection.

For example, an AN1x Voice Collection must contain 128 Voices, so if two Voices are deleted from the Collection then two Voices must be added to the end of the Collection to maintain the correct size.

Sort Objects

The **Sort by Name** and **Sort By Category** commands are found upon the **Context Sensitive Menu** in both the [Tree View](#) and the [Table View](#).

In the [Tree View](#) the sort options are accessed via the **Context Sensitive Menu** for the Collection that you wish to sort (e.g. the Voice Collection to sort Voices).

In the [Table View](#) the sort options are accessed via the **Context Sensitive Menu** for any Object. The sort can also be initiated by clicking in the **Name** or the **Category** column headers.

Synth Editing Features

an.factory supports the following editing operations upon the **Synth Object** within the [Tree View](#) of a [Child Window](#):

- [Move](#)
- [Copy](#)
- [Initialise](#)
- [Add or Remove Patterns](#)
- [Add or Remove Songs](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access these features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Synth Object** to activate the **Synth Object's** Context Sensitive Menu.

The **Synth Object** is only shown within a [Tree View](#) and is the first Object in the [Tree View](#). The name of the Object identifies the type of file.

Add or Remove Patterns

If the file is an AN200 SYSEX file, then you can add or remove the Pattern Collection via this option.

Add or Remove Songs

If the file is an AN200 SYSEX file, then you can add or remove the Song Collection via this option.

Voice Editing Features

Note: In AN200 files, the Voices are known as Patterns and have extra features not found in AN1x Voices. The items shown in the [Tree View](#) will vary depending on if the Object is a the Voice or Pattern.

an.factory supports the following editing operations upon the **Voice Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Import Data From Synth Memory](#)
- [Export Data to Synth Memory](#) (only available if an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

The **Voice Collection** Object in file is only shown within a [Tree View](#) and is called **User Voices**.

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Voice Collection** to activate the **Voice Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the **Voice Objects** within the [Tree View](#) or [Table View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Import from Synth Memory](#)
- [Export to Synth Memory](#) (only if available an.factory is [registered](#))
- [Import from Synth Edit Buffer](#)
- [Export to Synth Edit Buffer](#) (only if available an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Voice** or selection of **Voices** to activate the **Voice's** Context Sensitive Menu.

You can also directly edit the:

- [Voice Scenes](#)
- [Voice Effects](#)
- [Voice Arpeggio](#)
- [Voice Free EG](#)
- [Voice Sequence](#)
- [AN200 Pattern Sequence](#)
- [AN200 Pattern Scenes](#)

Import from Synth Memory

Imports Voices from the Synth Memory locations into the currently selected [Child Window](#).

Note that if the Secondary Synth is enabled then two sets of import options are enabled for both the Primary and Secondary Synth. Also, the import options are only available if the device type for the synth is the AN1x. AN200 data can be imported via the MIDI options on the main menu bar's MIDI Menu.

You can import:

- A Single Voice
- A Selection of Voices
- All Voices by selecting the Voice Collection

Export to Synth Memory

Exports Voices from the currently selected [Child Window](#) to the Synth Memory locations.

You can export:

- A Single Voice
- A Selection of Voices
- All Voices by selecting the Voice Collection

Note that if the Secondary Synth is enabled then two sets of export options are enabled for both the Primary and Secondary Synth.

Import from Synth Edit Buffer

Imports the Voice currently in an Synth Voice Edit Buffer into the Voice currently selected within the active [Child Window](#).

Note if you have more than one Voice selected then this operation is not available

Note that if the Secondary Synth is enabled then two sets of import options are enabled for both the Primary and Secondary Synth. Also, the import options are only available if the device type for the synth is the AN1x. AN200 data can be imported via the MIDI options on the main menu bar's MIDI Menu.

Export to Synth Edit Buffer

Exports the Voice currently selected within the active [Child Window](#) to the Synth Voice Edit Buffer.

Note if you have more than one Voice selected then this operation is not available

Note that if the Secondary Synth is enabled then two sets of export options are enabled for both the Primary and Secondary Synth.

Voice Scene Editing Features

an.factory supports the following editing operations upon the **Voice Scene Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Voice Scene Collection** to activate the **Voice Scene Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the **Voice Scene Objects** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Voice Scene** or selection of **Voice Scene** to activate the **Voiced Scene's** Context Sensitive Menu.

Voice Effects Editing Features

The AN1x, PLG150-AN and AN200 have different effects. An AN1x has the following effects units:

- Reverb Effect Unit
- Variation Effect Unit
- Delay Effect Unit
- EQ Effect Unit

A PLG150-AN has the following effects units:

- Distortion Effect Unit (Amp Simulator)
- EQ Effect Unit

An AN200 has the following effects units:

- Pattern Effect Unit
- Distortion Effect Unit (Amp Simulator)
- EQ Effect Unit

an.factory supports the following editing operations upon the **Voice Effects Units Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Voice Effects Units Collection** to activate the **Voice Effects Units Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the individual **Voice Effects Objects** (Reverb, Variation, Delay and EQ effects units) within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Voice Effect** or selection of **Voice Effects** to activate the **Voice Effects's** Context Sensitive Menu.

Voice Arpeggio Editing Features

an.factory supports the following editing operations upon the **Voice Arpeggio** Object shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Set Arpeggio](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move, Copy and Set (which you do via "Drag and Drop"), right click over the **Voice Arpeggio** to activate the **Voice Arpeggio's** Context Sensitive Menu.

Set Arpeggio

Preset Arpeggios from the [AN1x Synthesizer Window](#) can be dragged onto a Voice's Arpeggio.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** an Arpeggio onto an Arpeggio.

Voice Free EG Editing Features

an.factory supports the following editing operations upon the **Voice Free EG** Object shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move, Copy and Set (which you do via "Drag and Drop"), right click over the **Voice Free EG** to activate the **Voice Free EG's** Context Sensitive Menu.

Free EG Track Editing Features

an.factory supports the following editing operations upon **Free EG Tracks** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Free EG Track** to activate the **Free EG Track's** Context Sensitive Menu.

Voice Sequence Editing Features

an.factory supports the following editing operations upon the **Voice Sequence** Object shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move, Copy and Set (which you do via "Drag and Drop"), right click over the **Voice Sequence** to activate the **Voice Sequence's** Context Sensitive Menu.

You can also copy/move a Voice Sequence to a User Sequence and vice versa.

Pattern Sequence Editing Features

An AN200 Pattern Sequence includes the Synth Track (the equivalent of an AN1x Sequence) and the three Pattern Rhythm Tracks.

an.factory supports the following editing operations upon the **Pattern Sequence** Object and its child Objects shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move, Copy and Set (which you do via "Drag and Drop"), right click over the **Pattern Sequence** to activate the **Pattern Sequence's** Context Sensitive Menu.

Pattern Scene Editing Features

an.factory supports the following editing operations upon the **Pattern Scene Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Pattern Scene Collection** to activate the **Pattern Scene Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the **Pattern Scene Objects** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Pattern Scene** or selection of **Pattern Scene** to activate the **Pattern Scene's** Context Sensitive Menu.

Sequence Editing Features

an.factory supports the following editing operations upon the **Sequence Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Import Data from Synth](#)
- [Export Data to Synth](#) (only available if an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)

- [Paste from Clipboard](#)

The **Sequence Collection** Object in a file is only shown within a [Tree View](#) and is called **User Sequences**.

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Sequence Collection** to activate the **Sequence Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the **Sequence Objects** within the [Tree View](#) or [Table View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Import from Synth Memory](#)
- [Export to Synth Memory](#) (only if available an.factory is [registered](#))
- [Import from Synth Edit Buffer](#)
- [Export to Synth Edit Buffer](#) (only if available an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Sequence** or selection of **Sequence** to activate the **Sequence's** Context Sensitive Menu.

Import from Synth Memory

Imports Sequences from the Synth Memory locations into the currently selected [Child Window](#).

You can export:

- A Single Sequence
- A Selection of Sequences
- All Sequences by selecting the Sequence Collection

Note that if the Secondary Synth is enabled then two sets of import options are enabled for both the Primary and Secondary Synth. Also, the import options are only available if the device type for the synth is the AN1x.

Export to Synth Memory

Exports Sequences from the currently selected [Child Window](#) to the Synth Memory locations.

Note 1: if the Secondary Synth is enabled then two sets of export options are enabled for both the Primary and Secondary Synth. Also, the export options are only available if the device type for the synth is the AN1x or PLG150-AN.

Note 2: this option is only available for the Primary and/or Secondary Synth if it is set to be an AN1x or PLG150-AN; the AN200 does not support AN1x style User Sequences.

Import from Synth Edit Buffer

Imports the Sequence currently in the Synth Edit Buffer (i.e. the currently selected Sequence on the AN1x) to the Sequence currently selected within the active [Child Window](#).

Note if you have more than one Sequence selected then this operation is not available

Note that if the Secondary Synth is enabled then two sets of import options are enabled for both the Primary and Secondary Synth. Also, the import options are only available if the device type for the synth is the AN1x.

Export to Synth Edit Buffer

Exports the Sequence currently selected within the active [Child Window](#) to the Synth Edit Buffer.

Note if you have more than one Sequence selected then this operation is not available

Note that if the Secondary Synth is enabled then two sets of import options are enabled for both the Primary and Secondary Synth. Also, the export options are only available if the device type for the synth is the AN1x or PLG150-AN.

Song Editing Features

an.factory supports the following editing operations upon the **Song Collection** shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Export Data to Synth Memory](#) (only available if an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

The **Song Collection** Object in file is only shown within a [Tree View](#) and is called **User Songs**.

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **Song Collection** to activate the **Song Collection's** Context Sensitive Menu.

an.factory supports the following editing operations upon the **Song Objects** within the [Tree View](#) or [Table View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Export Data to Synth Memory](#) (only available if an.factory is [registered](#))
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Song** or selection of **Songs** to activate the **Song's** Context Sensitive Menu.

You can also directly edit the Song Measures, including inserting a blank measure and an end of song marker.

an.factory supports the following editing operations upon the **Song Measure Objects** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [End Song](#)
- [Blank Measure](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

Export to Synth Memory

Exports Songs from the currently selected [Child Window](#) to the Synth Memory locations.

You can export:

- A Single Song
- A Selection of Songs
- All Songs by selecting the Songs Collection

Note 1: if the Secondary Synth is enabled then two sets of export options are enabled for both the Primary and Secondary Synth.

Note 2: this option is only available for the Primary and/or Secondary Synth if it is set to be an AN200; the AN1x and PLG150-AN do not support songs.

End Song

Sets the current measure to be an End Of Song marker.

Blank Measure

Sets the current measure to be a Blank Measure.

System Settings Editing Features

an.factory supports the following editing operations upon the **System Settings** Object shown within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)

- [Initialise](#)
- [Import Data From AN1x](#)
- [Export Data to AN1x](#) (only available if an.factory is [registered](#))
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

The **System Settings** Object is only shown within a [Tree View](#) and is called **System Settings**.

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over the **System Settings** Object to activate its Context Sensitive Menu.

Import from AN1x Memory

Imports **System Settings** from the AN1x Memory locations into the currently selected [Child Window](#).

Export to AN1x Memory

Exports **System Settings** from the currently selected [Child Window](#) to the AN1x

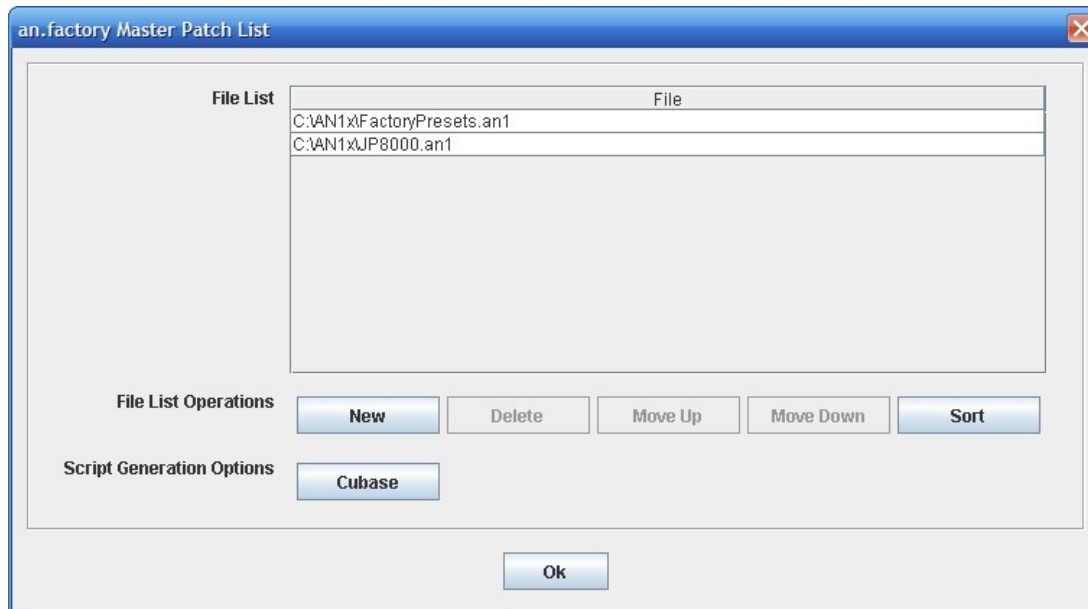
Master Patch List

The Master Patch List Dialog is found on the [Tools](#) menu.

This feature is only available if your copy of an.factory is [registered](#).

The Master Patch List Dialog provides a means for you to generate a single patch list from a list of files. Currently only Cubase Patch Scripts can be generated, but future versions may support other sequencers.

The Master Patch List dialog is shown below:



This dialog has the following options:

File List	The list of files to incorporate into a single patch list. If you click on one of the lines then you can edit the file either by typing or by using the [...] button to the right of the line to bring up a file selector dialog. Note, if you are editing a line, and you are finished, you need to select another line, or press the RETURN key for the changes to be stored.
New	Inserts a new line in the file list.
Delete	Deletes the currently selected line in the file list. If no line is selected this control is disabled.
Move Up	Moves the currently selected line in the file list up one line. If no line is selected or the selected line is the first in the list then this control is disabled.
Move Down	Moves the currently selected line in the file list down one line. If no line is selected or the selected line is the last in the list then this control is disabled.
Sort	Sorts the lines into ascending alphabetical order
Cubase	Exports the files identified in the file list to a Cubase format patch script file, which is compatible with Cubase VST/SX/SL/SE.
OK	Closes the dialog.

Generating The Cubase Master Patch List

When you generate a Cubase Patch Script, it is written to the directory specified by the **Cubase Patch Script Directory** field in the [Misc Preferences](#) Tab of the [Preferences](#) Dialog. You can set this field up to export the master patch list directly to the directory read by Cubase upon startup. This directory on my system is **C:\Documents and Settings\Derek\Application Data\Steinberg\Cubase SX 3\Scripts\Patchnames\inactive\yamaha** where "C:" is the root drive that Cubase is installed on, "Derek" is my Windows user name, and "Cubase SX 3" is my version of Cubase. You will need to vary these according to your system drive and of course your own user name and version of Cubase.

By default the **Application Data** folder is hidden in Windows Explorer, so you may not see this folder first of all. If you cannot see the folder:

1. In Windows Explorer select **Folder Options** from the **Tools** menu and click the **View** tab.
2. Look down the **Advanced Settings** list and find the **Hidden Files and Folders** option.

3. Select the **Show Hidden Files and Folders** sub option.
4. Select **OK** to close the dialog.

Cubase only looks for and reads patch scripts when it starts up, so if you're in Cubase after generating the patch script then exit Cubase and start it up again.

Configuring Cubase to Use the Master Patch List

The patch scripts generated by an.factory should be compatible with Cubase VST/SX/SL/SE. The instructions given below are for Cubase SX, which is the version I use. Consult your Cubase documentation for how to install patch scripts if you have a different version.

Within Cubase:

1. Select **MIDI Device Manager** from the **Devices** Menu.
2. Click on the **Install Device** button.
3. Click on the **AN1x - Master Patch List** option (this is the an.factory generated file). At the bottom of this dialog, select your output MIDI port that the AN1x is connected to. You can now close this dialog. If you cannot see the **AN1x - Master Patch List** then you have not placed it in the right folder.

This installs the patch list within Cubase and allows you to use it elsewhere within the application.

In the main Cubase screen, select or create a MIDI track that you wish to be used with the AN1x. In the **Inspector** window (the panel to the left of the main window) click on the **out** control and you should now be able to see and select the **AN1x - Master Patch List** option in amongst the MIDI ports. Also ensure the MIDI channel number for the track matches the AN1x channel number.

Now when you click in the **Programs** control, just below the **out** control, you'll see a drop down list containing all of the AN1x Voices names generated by an.factory.

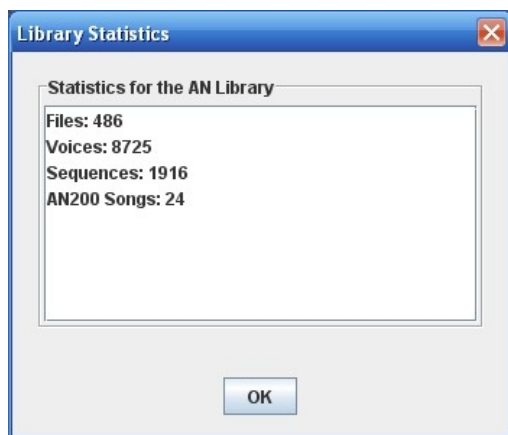
You can now scroll through the lists to find a Voice, and you can also type in filter text to quickly look for a Voice.

Library Statistics

The Library Statistics menu option is found on the [Tools](#) menu.

This feature is only available if your copy of an.factory is [registered](#).

The Library Statistics Dialog provides a means for you to see a summary of the contents of the Library.



Batch Import To Library

The Batch Import To Library Wizard is found on the [Tools](#) menu.

This feature is only available if your copy of an.factory is [registered](#).

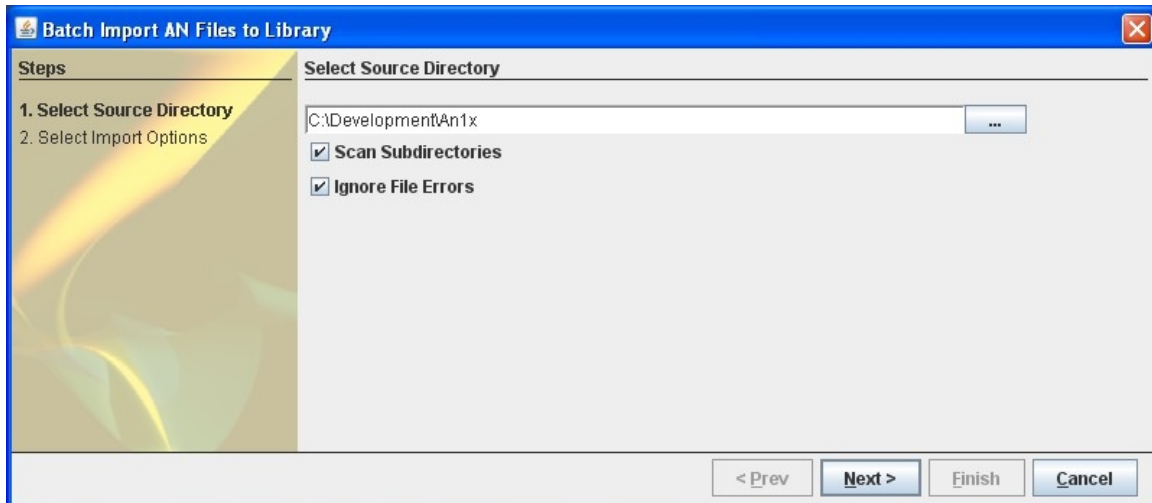
The Batch Import To Library Wizard provides a means for you to import several AN files to the library in one go.

The Batch Import To Library Wizard has two pages to navigate through:

- The Select Source Directory Page
- The Select Destination Directory Page

Select Source Directory Page

The Select Source Directory Page is shown below

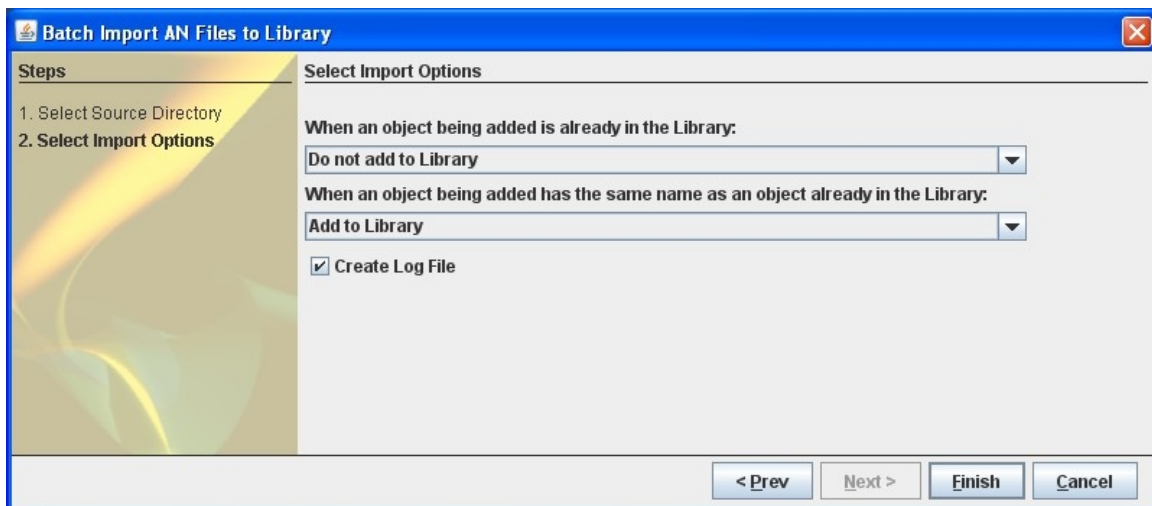


This page has the following options

Source Directory	You can type the name of the source directory in this control. Or if you click the [...] button to the right of the line, this will bring up a file selector dialog.
Scan Subdirectories	If this control is checked, then the Batch Converter will also include any subdirectories that it finds within the source directory when looking for files to convert. If this control is not checked then any subdirectories in the source directory will be ignored.
Ignore File Errors	If this control is not checked then any errors detected during file loading will halt the conversion process. If this control is checked then these errors are ignored, but are logged if logging is enabled.

Select Destination Directory Page

The Select Destination Directory Page is shown below



This page has the following options

When an Object being added is already in the Library	Provides the action to do if an Object is added to the Library and there is already an identical Object in the library. The choices are: <ul style="list-style-type: none"> • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library
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When an Object being added already has the same name as an Object in the Library	Provides the action to do if an Object is added to the Library and there is already an Object in the library with the same name. The choices are: <ul style="list-style-type: none"> • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library
Create Log File	If this control is checked then a log file is created in the destination directory. This log file is called "Log File.txt", and can be opened with any text editor

Using the Batch Importer

Using the importer is quite simple.

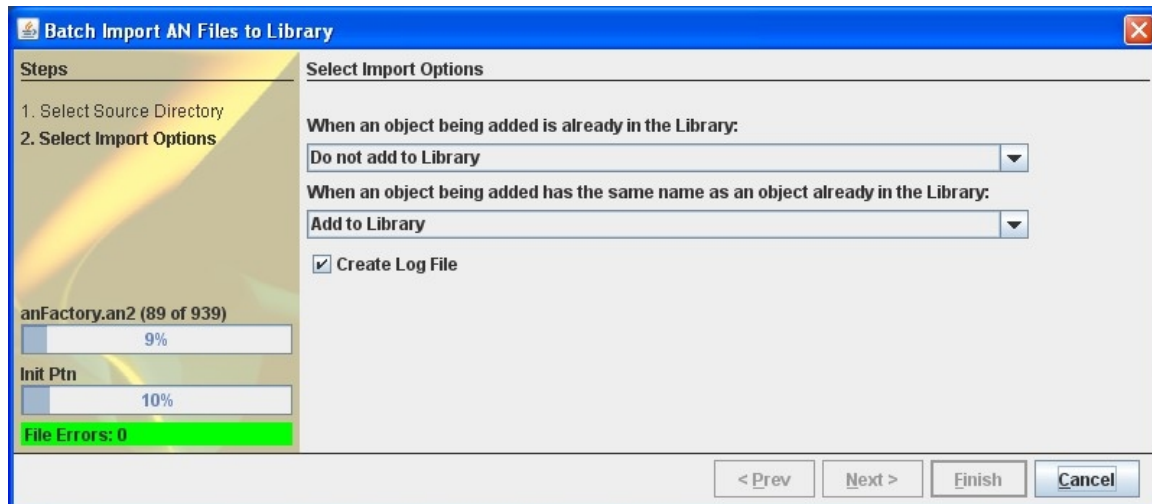
Importing a file of 128 AN1x voices takes about 20 seconds, so if you have a lot of files to import, be prepared to leave the importer running for a while!

The importer is a simple "Wizard" and you can step through the choice pages using the **Prev** and **Next** buttons, or exit the Wizard using the **Cancel** Button

Select the source and destination directory options and once that is done click on the **Finish** button to start the Batch Import Wizard.

The Wizard will not allow you to select a directory that doesn't exist.

Once the Wizard starts the progress of importing files is shown in the information pane.

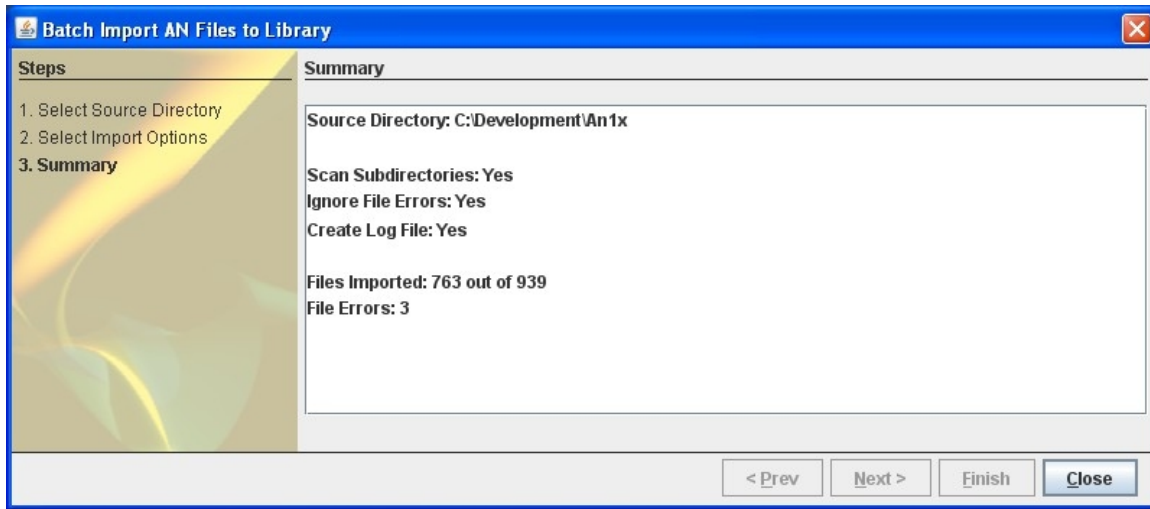


There is a progress bar that shows the progress for all the files that the importer has detected, and a progress bar for the objects in the file currently being imported.

The Wizard also shows how many file errors have been encountered (assuming you have set the options to ignore File errors).

You can cancel the import at any time by pressing the **Cancel** button, but you may need to wait for an.factory to finish the current file import before the batch conversion is cancelled.

Once completed, a summary results page is shown that summarises the import.



The Wizard can be dismissed by clicking the **Close** button.

You can check the results of the import by opening the **Log File.txt** file (assuming you left logging enabled).

The log file is a simple text file that lists each source file and whether any errors were detected.

All errors are preceded by ** (two stars), so you can use your text editor's find/search facilities to look for ** to quickly find any errors.

Preferences

The an.factory preferences are accessed via the [View](#) menu **Preferences ...** option, or the  button on the [Toolbar](#).

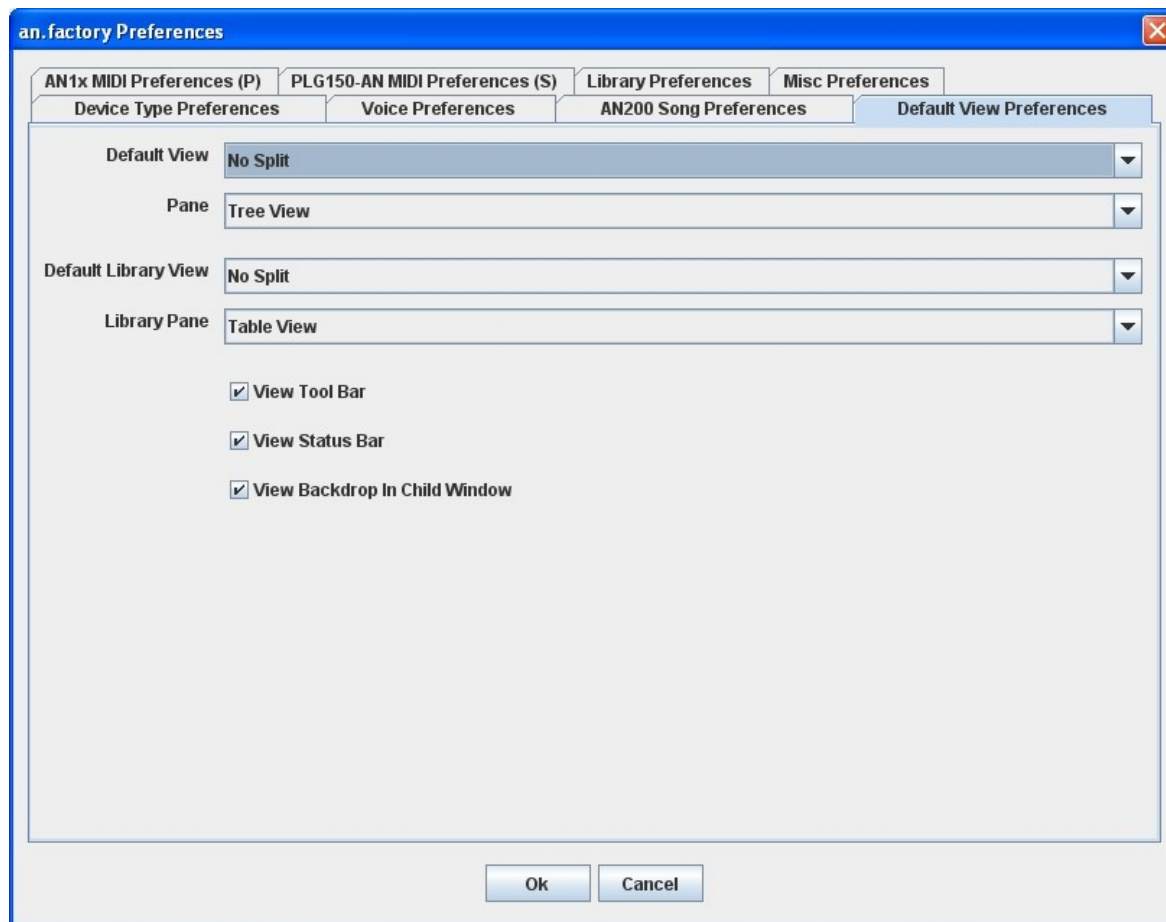
Selecting this option opens a Tabbed dialog with the following tabs which group related parameters:

- [Device Type Preferences](#)
- [Voice Preferences](#)
- [AN200 Song Preferences](#)
- [Default View Preferences](#)
- [MIDI Preferences](#) (for both Primary and Secondary ports)
- [Library Preferences](#)
- [Miscellaneous Preferences](#)

To view and modify a set of parameters, click on the relevant tab.

Default View Preferences

The Default View Preferences tab is shown below:

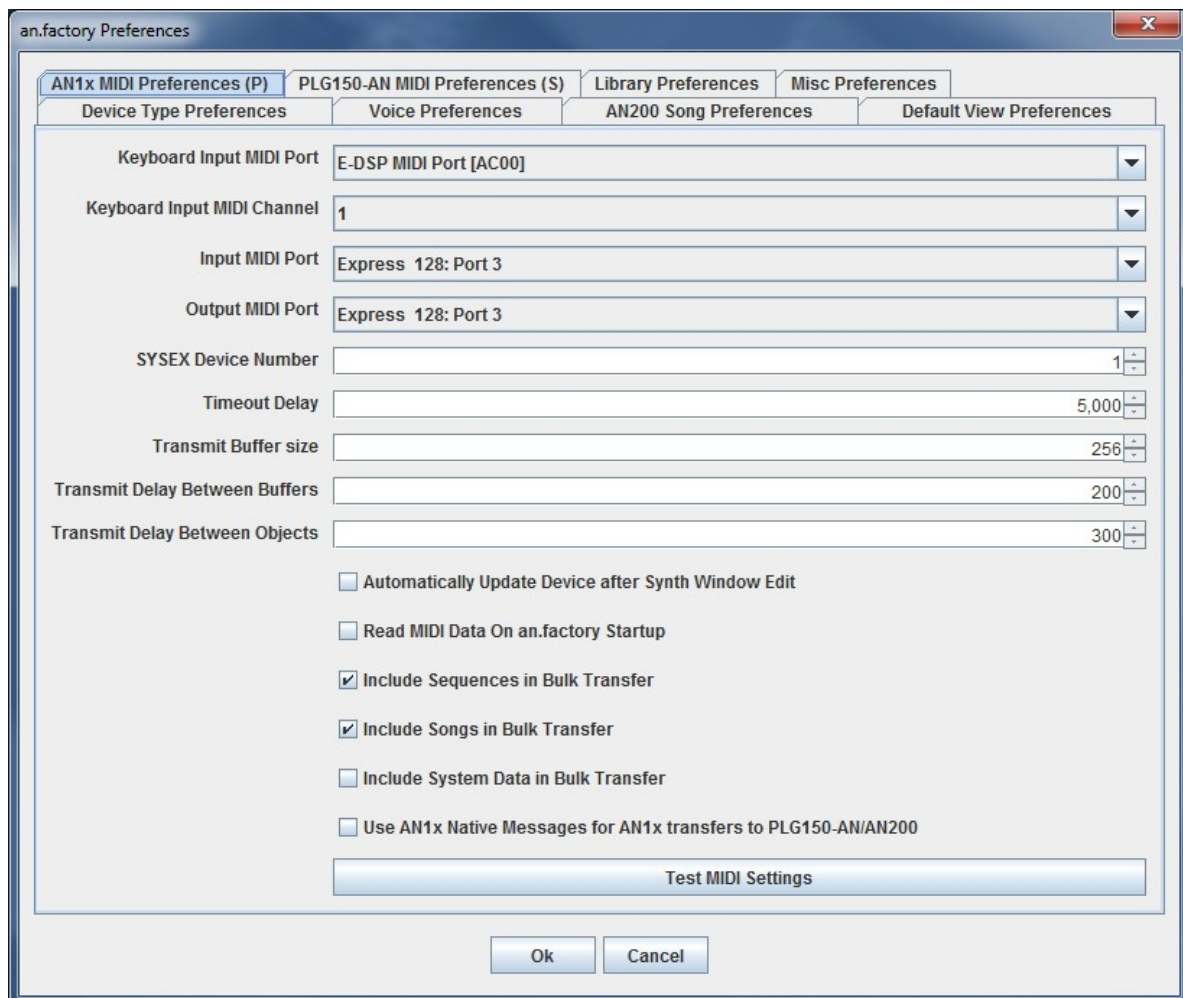


<p>Default View</p>	<p>Defines the type of view that is applied to a Child Window when it is first opened.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • No Split • Horizontal Split • Vertical Split
<p>Pane/Left Pane/Top Pane</p>	<p>Defines the type of view shown in the single pane of an unsplit view, the left pane of a horizontally split view or the top pane of a vertically split view.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • Tree View • Table View
<p>Right Pane/Bottom Pane</p>	<p>This control is only visible if the Default View option is set to either Horizontal Split or Vertical Split.</p> <p>Defines the type of view shown in the right pane of a horizontally split view or the bottom pane of a vertically split view.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • Tree View • Table View
<p>Default Library View</p>	<p>Defines the type of view that is applied to the AN Library Window when it is first opened.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • No Split • Horizontal Split • Vertical Split

Library Pane/Library Left Pane/Library Top Pane	<p>Defines the type of view shown in the single pane of an unsplit view, the left pane of a horizontally split view or the top pane of a vertically split view.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • Tree View • Table View
Library Right Pane/Library Bottom Pane	<p>This control is only visible if the Default Library View option is set to either Horizontal Split or Vertical Split.</p> <p>Defines the type of view shown in the right pane of a horizontally split view or the bottom pane of a vertically split view.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • Tree View • Table View
View Tool Bar	Controls if the toolbar is visible at startup.
View Status Bar	Controls if the status bar is visible at startup.
View Backdrop In Child Window	<p>This option controls if the image backdrop is displayed in Child Windows.</p> <p>You may wish to turn off this option if you find the scrolling of the Child Window is slow on your machine.</p>

MIDI Preferences

The MIDI Preferences tab is shown below: There may be one or two MIDI tabs depending on whether or not you have the Secondary Device enabled. Both Primary and Secondary MIDI tabs are identical



This tab has the following options:

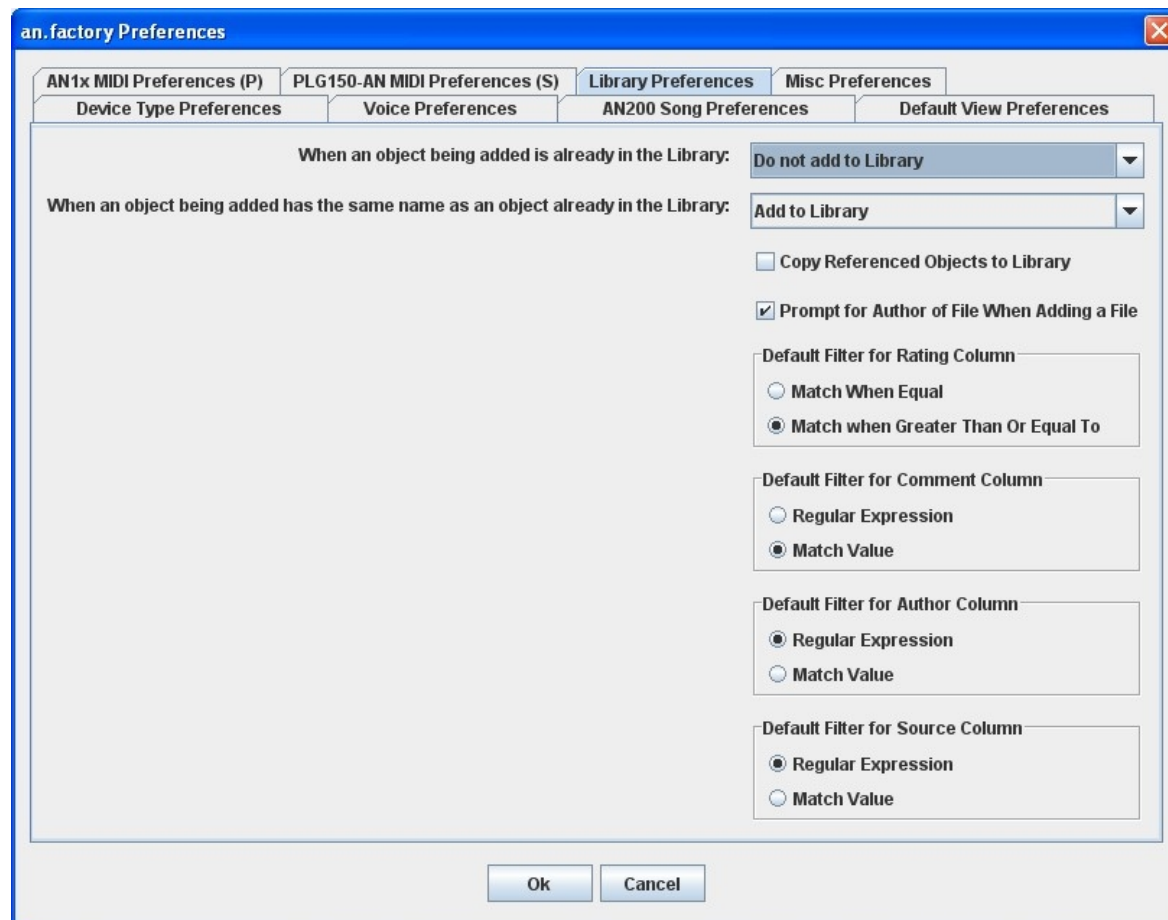
Keyboard Input MIDI Port	Sets the port used for accepting MIDI data from a keyboard and routing it to the output MIDI port using the MIDI Router Dialog .
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Keyboard Input MIDI Channel	Sets the channel to be used for transmitting MIDI data using the MIDI Router Dialog. The first option Use Source Channel in the drop down list, means that the MIDI channel from the source device is not altered.
Input MIDI Port	Sets the port used for MIDI input from the available ports.
Output MIDI Port	Sets the port used for MIDI output from the available ports.
SYSEX Device Number	Sets the SYSEX device number used for SYSEX transfers. This must match the Device No value set in the AN1x's MIDI pages. If the AN1x Device No is set to all then it will receive all AN1x SYSEX messages irrespective of the device number in the message.
Timeout Delay	Sets the time that an.factory waits for a response from the AN1x before timing out and reporting an error. The value is specified in milliseconds.
Transmit Buffer Size	Sets the size of the transmit buffer used for sending data to the AN1x. Some MIDI interfaces don't like data coming in big chunks and you may need to set this to get a reliable transfer of data. The value is specified in milliseconds.
Transmit Delay Between Buffers	This sets the delay that an.factory waits for between sending buffer sized data packets. The value is specified in milliseconds.
Transmit Delay Between Objects	This sets the delay that an.factory waits for after sending a complete object. The value is specified in milliseconds.
Automatically Update AN1x after Synth Window Edit	When this option is checked, if the AN1x Synthesizer Window is edited then the edited data will be automatically sent to the AN1x.
Read AN1x MIDI Data On an.factory Startup	When this option is checked the Voices and Sequences (if enabled) are read from the AN1x during the an.factory startup phase.
Include Sequences In Bulk Transfer	When this option is checked, the Sequences are included in AN1x and PLG150-AN bulk transfers. You may wish to uncheck this option if you don't use Sequences.
Include Songs In Bulk Transfer	When this option is checked, the Songs are included in AN200 bulk transfers. You may wish to uncheck this option if you don't use Songs.
Include System Data In Bulk Transfer	When this option is checked, the System Data is included in bulk transfers.
Use AN1x Native Messages for AN1x Transfers to PLG150-AN/AN200	When this option is checked, an.factory does not convert AN1x messages being sent to either a PL150-AN or AN200. This allows the conversion to be performed in the Device if required.
Test AN1x MIDI Settings	Tests to see if MIDI communications is working using the specified values. This only works with the AN1x

The **Transmit Buffer Size**, **Transmit Delay Between Buffers** and **Transmit Delay Between Objects** values should not require adjustment. an.factory sends data to the AN1x by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value. When an.factory sends a packet it waits for the time period specified by **Transmit Delay Between Buffers** before sending the next packet, and it waits for the time period specified by **Transmit Delay Between Objects** after the last packet is sent. The delay parameters are specified in milliseconds. You may need to adjust these values (smaller buffers, longer delays) if communications is not reliable, and you may if you wish adjust these values (larger buffers, smaller delays) to maximise data transfer Sequence. If you adjust these values, please ensure that you test the transfer to ensure it is reliable, *otherwise you may risk losing data*. Note: Some MIDI interfaces do not like large packet sizes: I recently upgraded to a MOTU interface and ran into problems with MIDI export until I altered an.factory to send messages in small chunks defined by the above parameters!

Library Preferences

The Library Preferences tab is shown below:



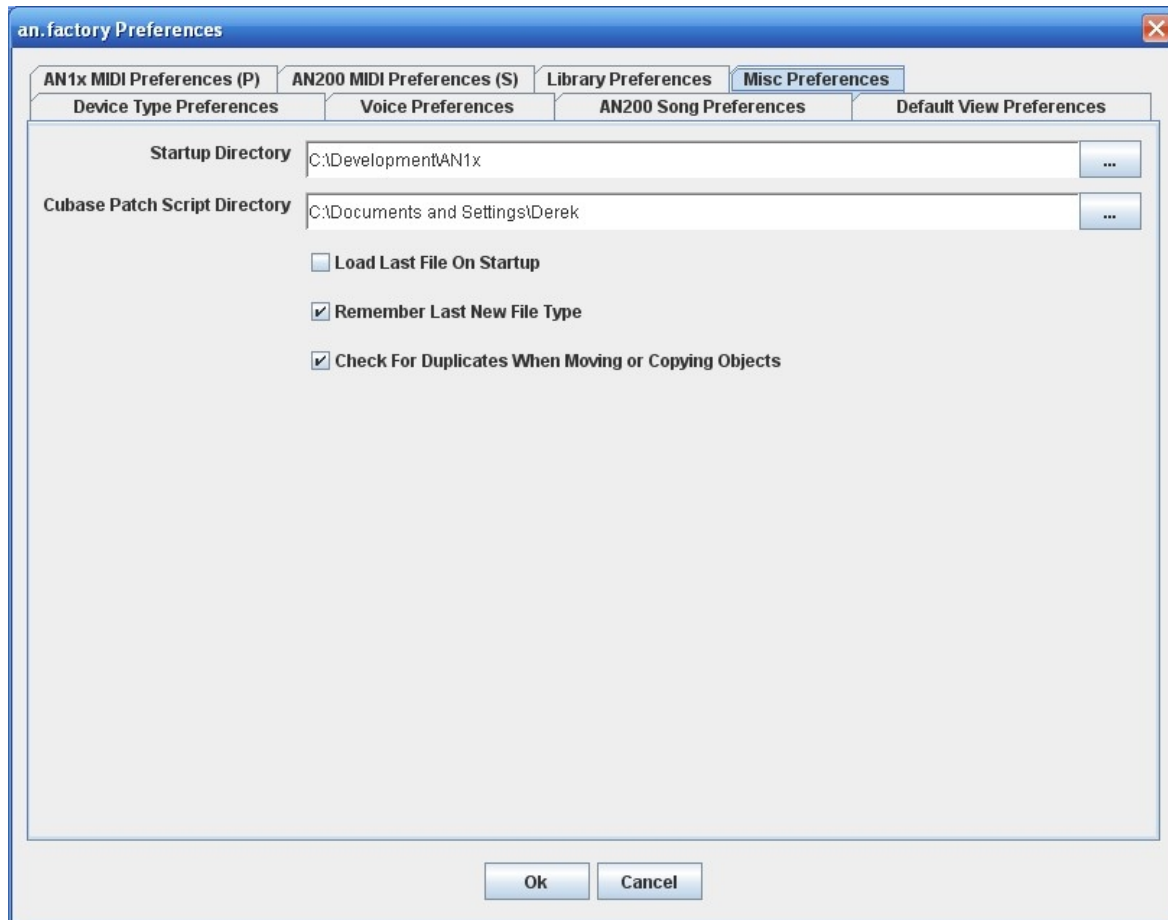
This tab has the following options:

When an Object being added is already in the Library	Provides the action to do if an Object is added to the Library and there is already an identical Object in the library. The choices are: <ul style="list-style-type: none"> • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library • Ask What To Do
When an Object being added already has the same name as an Object in the Library	Provides the action to do if an Object is added to the Library and there is already an Object in the library with the same name. The choices are: <ul style="list-style-type: none"> • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library • Ask What To Do
Copy Referenced Objects to Library	If this Option is checked, then any Objects being referenced by an Object being added to the Library are also added to the Library.
Prompt for Author of File When Adding a File	If this Option is checked then an.factory will ask for the Author of the file if one has not already been entered.
Default Filter for Rating Column	Sets the default filter type for the Rating column. The choices are: <ul style="list-style-type: none"> • Regular Expression (can contain Perl Regular Expressions) • Match Value (can only be selected using an existing value)

Default Filter for the Comment Column	Sets the default filter type for the Comment column. The choices are: <ul style="list-style-type: none"> • Regular Expression (can contain Perl Regular Expressions) • Match Value (can only be selected using an existing value)
Default Filter for the Author Column	Sets the default filter type for the Author column. The choices are: <ul style="list-style-type: none"> • Regular Expression (can contain Perl Regular Expressions) • Match Value (can only be selected using an existing value)
Default Filter for the Source Column	Sets the default filter type for the Source column. The choices are: <ul style="list-style-type: none"> • Regular Expression (can contain Perl Regular Expressions) • Match Value (can only be selected using an existing value)

Miscellaneous Preferences

The Miscellaneous Preferences tab is shown below:



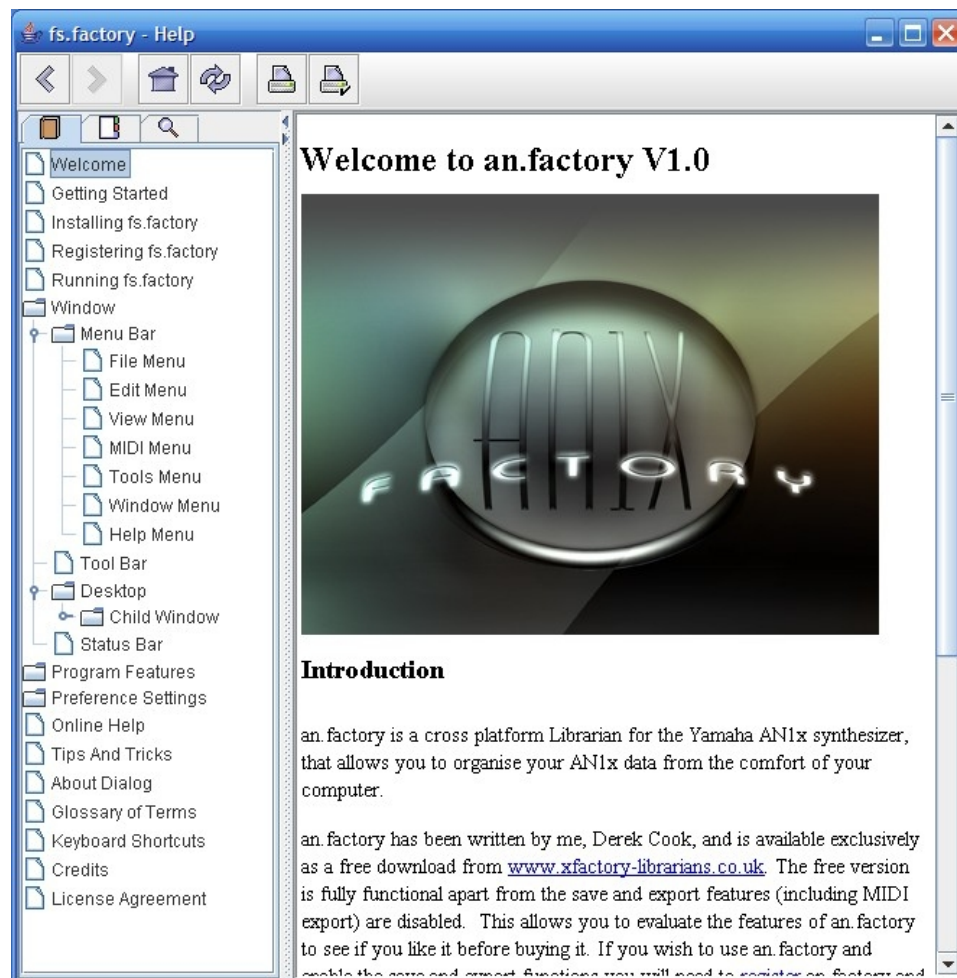
This tab has the following options:

Startup Directory	<p>Allows the startup directory to be specified. Note: no validation is performed on this pathname, so please ensure it is valid. I may add validation later.</p> <p>The [...] button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.</p>
Cubase Patch Script Directory	<p>Specifies the directory where Cubase patch scripts are written. Note: no validation is performed on this pathname, so please ensure it is valid. I may add validation later.</p> <p>The [...] button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.</p>
Load Last File On Startup	<p>Controls if the last file opened in the previous session is automatically loaded when an.factory is next invoked.</p>
Remember Last New File Type	<p>If this is checked then an.factory will remember the last type of file selected in the New File Dialog.</p>
Check For Duplicates When Moving or Copying Objects	<p>If you move or copy an Object to a destination file and the Object already exists then a warning is presented giving you the option to continue or cancel the operation.</p>

Online Help

an.factory provides a full online version of the an.factory manual.




If you select **Help ...** from the [Help Menu](#) or the  button on the [Tool Bar](#), the Help Window is opened.









The Help Window works just like a web browser window, so its operation should be quite familiar to you.

The left pane of the Help Window shows a tabbed navigation pane to allow you to quickly navigate to a topic, whilst the right hand pane shows the help topic.

The navigation pane can show three different views, depending on which tab you select:


-  Displays the Table of Contents Navigation Pane, providing a structured list of an.factory topics
-  Displays the Index Navigation Pane, providing an indexed list of an.factory topics
-  Displays the Search Navigation Pane, allowing you to search the help topics for keywords

The Help Window has the following Tool Bar buttons:

-  Navigates backwards to the last page in the access sequence. If you press and hold the mouse button over this button, you will get a list of accessed pages
-  Navigates forwards to the next page in the access sequence. If you press and hold the mouse button over this button, you will get a list of accessed pages
-  Selects the home page
-  Refreshes the current page
-  Prints the current page
-  Displays the print settings dialog

Context Sensitive Help

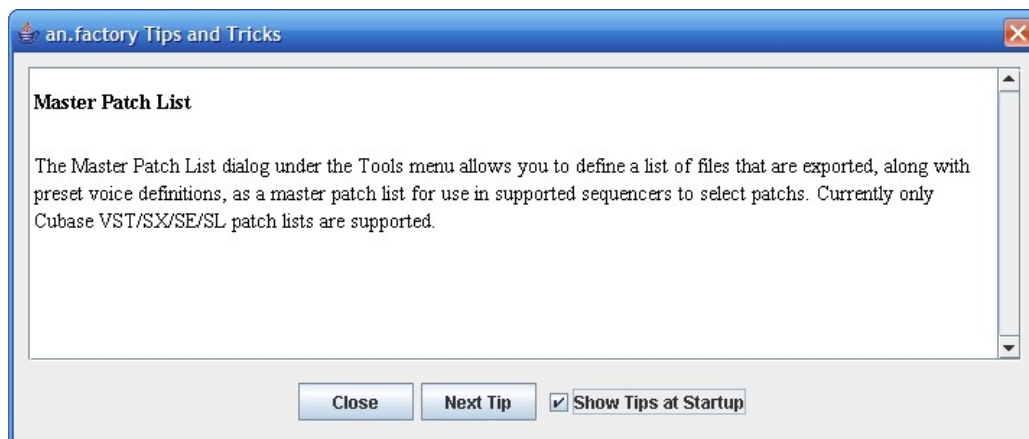
You can access context sensitive help by:

- pressing the your Computer Platform's **Help Key** (**F1** on the PC platform), which will load the help page associated with the Component within the an.factory [Window](#) that currently has **Focus** (is responding to the keyboard and mouse).
- pressing the  button on the [Tool Bar](#) and the clicking over the item of interest

You can press the **Help Key** in any an.factory Dialog to access the relevant help page for the Dialog.

Tips and Tricks

The an.factory tips and tricks dialog is shown below:



This dialog has the following controls:

Close	Closes the Tips and Tricks Dialog
Next Tip	Selects the next tip in sequence
Show Tips at Startup	If checked then when an.factory starts up, the Tips and Tricks Dialog is automatically opened

List of Tips and Tricks

Just in case you want the tips and tricks shown by the dialog as one single list, here they are.

Double Clicking a voice

If you double click a voice in a file or the library, it will be sent to the synth's edit buffer. If you triple click instead, the MIDI Router dialog will be opened after the voice is sent to the synth's edit buffer.

Library Support

an.factory provides a Library facility that allows you to store all your data in one place, and use filtering and sorting facilities to locate the data that you want.

(NOTE: Library features are available only to registered users).

MIDI Support

an.factory supports the transfer of Voices and Sequences between an.factory and the AN1x via MIDI.

(NOTE: The MIDI export features are available only to registered users).

Context Sensitive Help

If you press the **Help Key** (**F1** on a PC) then you can get context sensitive help, including within Dialogs.

Keyboard Shortcuts

an.factory supports numerous keyboard shortcuts as an alternative to using the mouse.

Take a look in the online help or the an.factory manual for details of the supported keyboard shortcuts

Table Sorting

You can sort Voice and Performance Tables by name by clicking in the Table **Name** Column header, and they can be sorted by category by clicking in the Table **Category** column header.

You can only DRAG COPY Certain Objects

If you are trying to perform a drag operation of a Voice onto a Performance Part and are wondering why an.factory is not allowing you to perform the drag, you must be holding down the CTRL key during the drag. Holding down the CTRL key turns the operation from a **Drag Move** operation to a **Drag Copy** operation.

Sometimes during a drag operation, the only sensible operation that can be undertaken is a copy operation.

File Types

an.factory can read AN1 and SYX format files with AN1x System Exclusive data.

an.factory can also read MIDI song files which have AN1x System Exclusive data embedded in them.

Master Patch List

The **Master Patch List** dialog under the **Tools** menu allows you to define a list of files that are exported as a master patch list for use in supported sequencers to select patches. Currently only Cubase VST/SX/SE/SL patch lists are supported.

Workspaces

an.factory allows you to save a Window arrangement as a **Workspace** which you can then recall at a later date.

The AN1x Synthesizer Window

an.factory has a special window called the AN1x Synthesizer Window. This is a special window that represents the AN1x synthesizer itself.

By setting up the MIDI preferences settings you can:

- Automatically import data from the AN1x synth into this AN1x Synthesizer Window when an.factory starts up
- Automatically export data from the AN1x Synthesizer Window to the AN1x Synth when the data in the AN1x Synthesizer Window is edited

Exporting Cubase/Protools Patch Lists

You can export Patch lists from SYSEX files for use within either Cubase VST, Protools or Sonar.

The relevant options can be found on the **File** Menu under the **Export** option

The Number After A Scene, Sequence or Free EG Track

In the Tree View you may notice that some objects have a number included after it in brackets. This number is the "checksum" value associated with the object, and is included as a signature and as a simple way of distinguishing between objects that are not named.


Exporting Files to MIDI

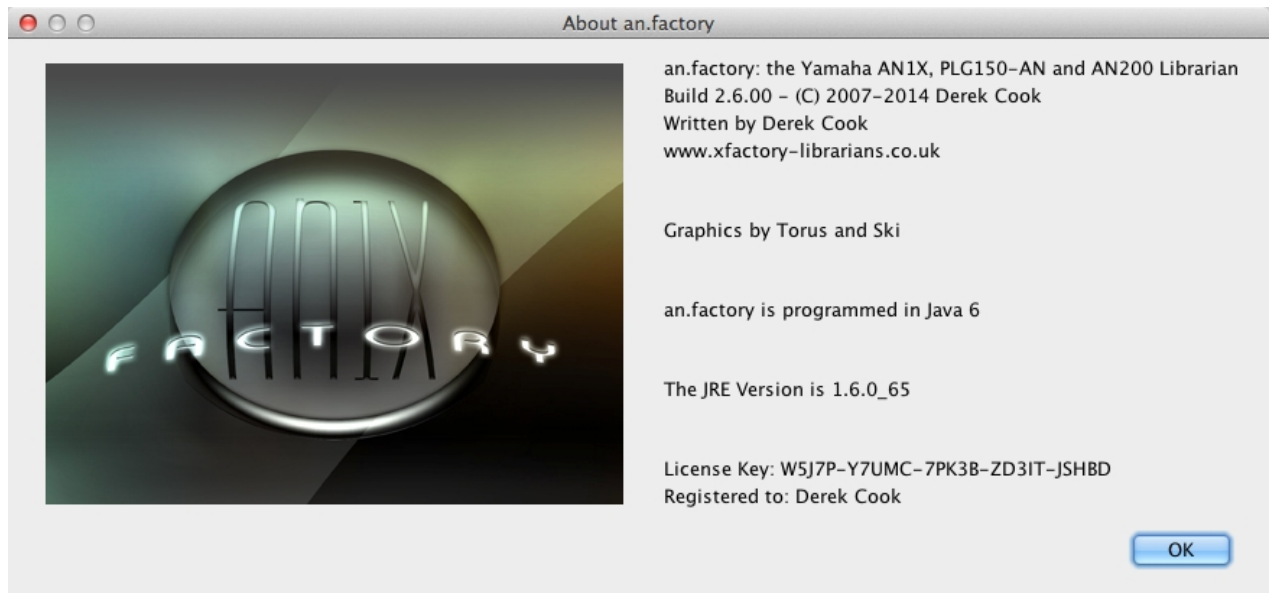
You can export a file directly to MIDI once it is opened. If you do this, then the data being exported is also copied to the AN1x Synthesizer Window.

Importing Files from MIDI

You can import directly from MIDI into a file. If you do this, then the data being imported is also copied to the AN1x Synthesizer Window.

About an.factory

The about dialog is shown when the **About ...** option from the [Help Menu](#) or the  button on the [Tool Bar](#) is selected.



The dialog shows some basic information about the program including the version number and the [License](#) status of an.factory.

It also shows which Java Run Time Environment that an.factory is running in.

It's also a chance to take a close look at the excellent Splash Graphic provided by Torus!

Glossary

Term	Definition
AN1x Library Window	A special instance of a Child Window that doesn't display data in a file, but which displays the data stored in the AN1x Library .
AN1x Synthesizer Window	A special instance of a Child Window that doesn't display data in a file, but which displays User data imported from the AN1x via MIDI
Child Window	A window associated with an AN1x data file that you have opened that is used to display the contents of the file. Several Child Windows can be open within the an.factory Desktop .
Clipboard	A temporary storage area used for transferring data within a Child Window or between Child Windows .
Collection	A group of similar and related Objects . For example a Voice Collection stores the 128 Voice Objects that a file can contain
Context Sensitive Help	The ability of the help system to tailor the help being displayed according to where the user pressed the Help key.
Context Sensitive Menu	The popup menu that is displayed in either the Tree View or Table View that provides a set of commands specific to the currently selected Object
Desktop	The area within the an.factory window where Child Windows can be opened
Drag and Drop	The name for the mechanism that allows a use to move data by dragging it with a mouse and dropping it at a new location.
DRAG MODIFIER	The keyboard key that is held down to turn a Drag and Drop move operation into a copy operation. On the PC platform, the DRAG MODIFIER key is the CTRL (control) key
JRE	Java Run-time Environment. This provides the Java environment which an.factory needs in order to run. Sun Microsystems provides the JRE for PC systems, and Apple provide their own JRE for MacOS X
Library	A repository where you can store all of your data.
MDI	Multiple Document Interface. The type of user interface used by an.factory which allows several Windows to be open within the main application window.
Menu Bar	The area of the an.factory Window that contains the set of menus used for accessing the main functions provided by the application.
MIDI	Musical Instrument Digital Interface. The primary means by which digital data is exchanged in a serial form between synthesizers and computers.
MMJ	A MacOS X specific library that provides the means by which external MIDI devices can be accessed with the Java MIDI framework.
Object	A piece of AN1x data such as a Voice or Performance.
Regular Expression	A system by which certain character sequences are interpreted not as plain text but as commands that can provide a tailored search for occurrences of text
Status Bar	The area of the an.factory Window that is used to display status information upon the currently selected Child Window .
Table View	A View which displays data in a file arranged in tabulated rows of data
Tool Bar	The area of the an.factory Window that contains a set of buttons to provide easy access to commonly used commands
Tree View	A View which displays data in a file arranged in a hierarchical tree structure.
View	The means by which the data in a file is viewed. A Child Window provides the view upon an AN1x File that you have opened. The view can be either a Tree View or a Table View . You can have several views open upon the same data, for example when you have split a Child Window .
Workspace	An arrangement of the main an.factory Window and Child Windows which can be saved for subsequent recall.

Keyboard Short Cuts

an.factory provides many keyboard shortcuts for navigation and performing editing operations.

In general, navigating between components uses these keys:

- **Tab.** Moves keyboard focus to the next component or to the first member of the next group of components.
- **Ctrl-Tab.** Moves keyboard focus to the next component or to the first member of a group of components when the current component accepts a tab (as in text fields, tables, and tabbed panes).
- **Shift-Tab.** Moves keyboard focus to the previous component or to the first component in the previous group of components.
- **Arrow keys.** Move keyboard focus within the individual components of a group of components--for example, within menu items in a menu or within tabs in a tabbed pane.

The shortcuts are divided into the following categories:

- [Keyboard shortcuts for the Desktop and Child Windows](#)
- [Keyboard shortcuts for Tree Views](#)
- [Keyboard shortcuts for Table Views](#)
- [Keyboard shortcuts for Editing within Tree and Table Views](#)
- [Keyboard shortcuts for the Preferences Dialog](#)
- [Keyboard shortcuts for Text Editing Fields](#)

Keyboard Shortcuts for the Desktop and Child Windows

Action	Keystroke	Notes
New File	Ctrl-N	
Open File	Ctrl-O	
Save File	Ctrl-S	
Save File As	Ctrl-A	
Save All Files	Ctrl-L	
Open Workspace	Ctrl-ALT-O	
Save Workspace	Ctrl-ALT-S	
Tile Horizontally	Ctrl-H	
Tile Vertically	Ctrl-V	
Maximise Windows	Ctrl-M	
Restore Windows	Ctrl-R	
Minimise Windows	Ctrl-I	
Closes Child Window	Ctrl-F4	
Moves Child Window	Ctrl-F7	
Resizes Child Window	Ctrl-F8	
Minimizes Child Window	Ctrl-F9	
Switch to next Child Window on the Desktop	Ctrl-F6	

Keyboard Shortcuts for Tree Views

Action	Keystroke	Notes
Expands current Object	Right arrow	
Collapses current Object, or moves focus to Parent Object	Left arrow	
Moves focus up one Object	Up arrow	
Moves focus down one Object	Down arrow	
Moves focus to first Object in Tree View	Home	
Moves focus to last Object in Tree View	End	
Moves up one view	Page Up	
Moves down one view	Page Down	
Selects all Object in Tree View	Ctrl-A, Ctrl-/	
Deselects all Object in Tree View	Ctrl-\	
Extends selection down	Shift-down arrow	
Extends selection up	Shift-up arrow	
Extends selection to beginning of Tree View	Shift-Home	
Extends selection to end of Tree View	Shift-End	
Extends selection up one view	Shift-PgUp	
Extends selection down one view	Shift-PgDn	

Keyboard Shortcuts for Table Views

Action	Keystroke	Notes
Moves up one row	Up arrow Shift-Return	
Moves down one row	Down arrow Return	
Scrolls up one view	Page Up	
Scrolls down one view	Page Down	
Moves focus and view to first cell in the current row	Home	
Moves focus and view to last cell in the current row	End	
Moves focus and view to first cell in the current column	Ctrl-Home	
Moves focus and view to last cell in the current column	Ctrl-End	
Allows editing in a Category cell	F2, Down Arrow	
Allows editing in a Name cell.	F2	
Resets cell to the state it was in before it was edited	Escape	
Selects entire table	Ctrl-A	
Extends selection up one row	Shift-up arrow	
Extends selection down one row	Shift-down arrow	
Extends selection to beginning of table	Ctrl-Shift-Home	
Extends selection to end of table	Ctrl-Shift-End	
Extends selection up one view	Shift-PgUp	
Extends selection down one view	Shift-PgDn	

Keyboard Editing Short Cuts for both Tree and Table Views

Action	Keystroke	Notes
Undo	Ctrl-Z	
Redo	Ctrl-Y	
Cut	Ctrl-X	
Copy	Ctrl-C	
Paste	Ctrl-V	
Find	Ctrl-F	
Find Next	F3	
Goto	Ctrl-G	
Insert Object	INS	Not allowed on Collections
Delete Object	DEL	Not allowed on Collections
Rename Object	F4	Single Named Object Only
Initialise Object	F5	
List References	F6	Single Named Object Only
Export to MIDI Edit Buffer	F8	Single Voice or Performance Only
Export to MIDI Memory	Shift-F8	Voices or Performances Only
Import from MIDI Edit Buffer	F9	Single Voice or Performance Only
Import from MIDI Memory	Shift-F9	Voices or Performances Only

Keyboard Shortcuts for the Preferences Dialog

Action	Keystroke	Notes
Navigates through tabs	Arrow keys	
Moves from tab to its associated content pane	Ctrl-down arrow	
Moves from content pane to its associated tab	Ctrl-up arrow	

Keyboard Shortcuts for Text Editing Fields

Action	Keystroke	Notes
Moves insertion point one character to the right	Right arrow	
Moves insertion point one character to the left	Left arrow	
Moves insertion point to beginning of next word	Ctrl-right arrow	
Moves insertion point to beginning of previous word	Ctrl-left arrow	
Moves insertion point to beginning of field	Home	
Moves insertion point to end of field	End	
Submits text entry	Enter, Return	
Extends selection to beginning of line	Shift-Home	
Extends selection to end of line	Shift-End	
Extends selection one character to the left	Shift-left arrow	
Extends selection one character to the right	Shift-right arrow	
Extends selection to next word	Shift-Ctrl-right arrow	
Extends selection to previous word	Shift-Ctrl-left arrow	

Credits

Thanks go, in no particular order, to:

- Jim Atfield for general debugging duties, including OSX compatibility, and for also checking out the behaviour of the installer on MAC OSX, and then for loaning me his iMac so that I could sort out some more pervasive issues. I now have my own Mac so I don't have to keep borrowing Jim's, or hassling him for OSX duties anymore, but OSX support all started with Jim's help.
- Gary Gregson (Yamaha UK, and Author of AN1xEdit), who freely provided me with the file format details of his excellent AN1x Voice editor.

3rd party software used in an.factory

The following 3rd part software is used to build an.factory and provide some program features.

CoreMIDI4J License

an.factory makes use of [CoreMIDI4J](#) to provide MIDI support on OS X, which is issued under the [EPL 1.0 License](#).

Table Filter License

an.factory makes use of [TableFilter](#) by [Luis M. Pena](#), which is issued under the [MIT License](#).

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I have adapted the Wizard software to allow me to display two progress bars in the Wizard. If anybody wishes to have the source code for how I did this, please email me at supportx@xfactory-librarians.co.uk and I will happily provide the adapted source code.

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