montage.factory Version 1.0.02
User Manual

www.xfactory-librarians.co.uk

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What's New in montage.factory 1.0.02 (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 rebuild to stay current with latest version of Java 17, required libraries and build tools.

Previous Versions

V1.0.01 (10/09/2023)

- Added a new feature that disables any edits to a file when a file is as read only. Drag copy, and clipboard copy and Save As are still enabled.
- Added a new feature that when enabled in Preferences creates JSON files when a file is opened or saved.
- Fixed a problem with files and live set references when migrating older version files to the latest file version.
- Fixed a problem with JSON file creation when the Montage performance name has invalid characters at the start.
- Fixed a problem which was stopping files from opening when there is no library header in the file.

V1.0.00 (20/12/2022)

- First Public Release

V0.1.00 (05/06/2022)

- First Beta Release

V0.0.00 (2020-2022)

- Alpha Development

Installation and Configuration of montage.factory

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

Simply download the installer from the [x.factory Products Page](#) for your platform (PC, OS X or Linux) and run the installer, following the installer prompts.

ZIP and TAR files are also provided if you are having difficulties running the supplied installers, which should get you running on any platform capable of running Java 17

Further installation guidance is given on the [x.factory Installation Page](#) page.

Registering montage.factory

You need to register montage.factory to allow 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 montage.factory.

Running montage.factory

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

If you have [registered](#) montage.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.

montage.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, montage.factory can be found under the **x.factory Librarians** Program Group.

MAC OS X

Navigate to the **Applications** folder in **Finder** and double click the montage.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 montage.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 montage.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 montage.factory alias will appear next to the original item and can be dragged to your location of choice.
- Select the montage.factory item you identified previously by clicking it once then press **Command-l** (lowercase L). The montage.factory alias will appear next to the original item and can be dragged to your location of choice.
- Click the montage.factory item once to select it, and then from the **File** menu, select **Make Alias**. The montage.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 montage.factory from a command shell (e.g. CMD on PC or Terminal on OS X). Simply change directory to where montage.factory is located and type the following:

> *java -jar montagefactory.jar*

The montage.factory Window

The main montage.factory window on OS X looks like this
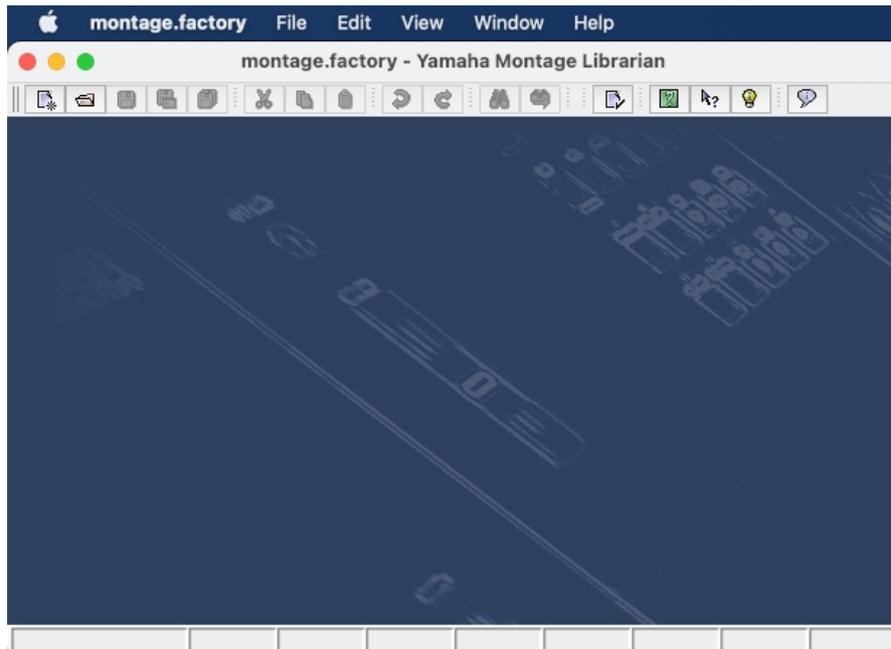
The main montage.factory window on Windows looks like this
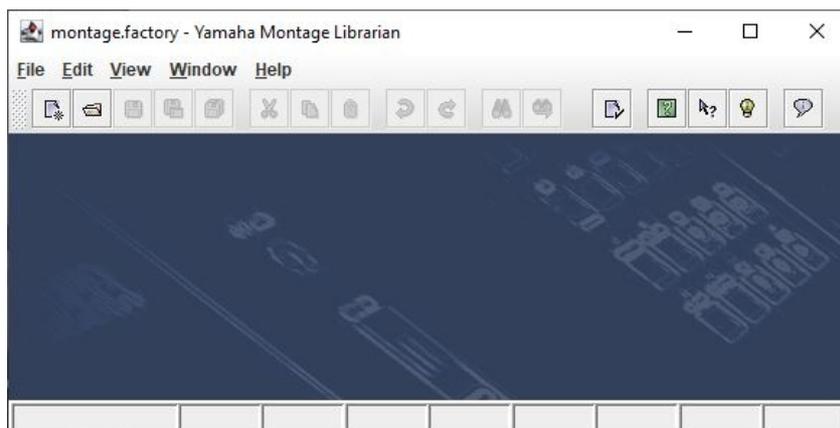
The montage.factory user interface is a Multiple Document Interface (MDI), which allows you to have more than one file open at a time.

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

- The Title Bar
- The Menu Bar (on OS X this appears at the top of the screen)
- The Tool Bar
- The Desktop
- The Status Bar

Menu Bar

The montage.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.

montage.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 menus varies according to the type of data over which the menu was popped up.

Main Menu Headings

The following menu headings are available.

- montage.factory Application Menu (OS X only)
- File Menu
- Edit Menu
- View Menu
- Window Menu
- Help Menu

The Application Menu

The **Application** menu is available on OS X to provide a native look and feel for OS X users; some menu options from the standard menus are migrated here (where OS X Users would expect them to be), along with the standard OS X options for Services (none defined for montage.factory) and Window control.
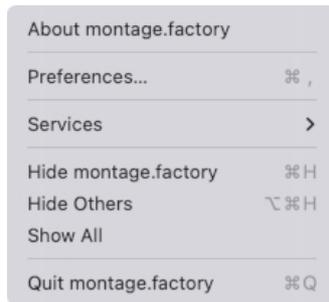
About montage.factory	
Preferences...	⌘ ,
Services	›
Hide montage.factory	⌘ H
Hide Others	⌥ ⌘ H
Show All	
Quit montage.factory	⌘ Q

About montage.factory...

Displays the montage.factory About Dialog, which provides some basic information about the program, such as the version number.

Preferences ...

Opens the montage.factory Preferences Dialog.

Quit montage.factory

Exits the montage.factory application.

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

The File Menu

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

New ...	⌘ N		New ...	Ctrl-N
Open ...	⌘ O		Open ...	Ctrl-O
Close	⌘ W		Close	Ctrl-W
Close All	⇧⌘ W		Close All	Ctrl+Shift-W
Save	⌘ S		Save	Ctrl-S
Save As ...	⇧⌘ S		Save As ...	Ctrl+Shift-S
Save All ...	⌘ L		Save All ...	Ctrl-L
Open Work Space...	⌥⌘ O		Open Work Space...	Ctrl+Alt-O
Save Work Space ...	⌥⌘ S		Save Work Space ...	Ctrl+Alt-S
Export to	>		Export to	▶
			Exit	
1: /Us../Galactic Ascension.X7U			1: C:\..\Montage\200902\MontageUser 200902.X7U
2: /Us../MONTAGE_PhatAnalog2/PhatAnalog2.X7U			2: C:\..\EvolvingSoundscapes.X7U
3: /Us../Montage/210807/MontageUser 210807.X7U			3: C:\..\MONTAGE_PhatAnalog2\PhatAnalog2.X7U
4: /Us../Montage/210807/MontageUser007.X7U			4: C:\..\MontageUser 210601 - Init Test.X7U
5: /Us../Montage/210430 Testing/Backup NO LIBS.X7U			5: C:\..\210601 Testing\MontageUser 210601.X7U
6: /Us../MONTAGE_FM-Xplorer/FM-Xplorer.X7U			6: C:\..\src\resources\InitialiseData.X7U
7: /Us../210430 Testing/Destination NO LIBS.X7U			7: C:\..\Blank MontageUser- MWE.X7U
8: /Us../EvolvingSoundscapes.X7U			8: C:\..\Montage\210601 Testing\WAVE BUG TEST.X7U
9: /Users/derek/Synth Data/Montage/Audition Test.X7U			9: C:\..\210601 Testing\WAVE BUG TEST - FINAL.X7U

New ...

Shows the Create 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.

This option is only enabled if your copy of montage.factory is registered.

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.

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 montage.factory is registered.

Save All

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

This option is only enabled if your copy of montage.factory is registered.

Open Workspace ...

This option allows you to select a previously saved Workspace, which is a Collection of open windows, and their size and position within the main montage.factory window.

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

Save Workspace ...

This option allows you to save the current size and position of the main montage.factory window, and the arrangement of the open windows within montage.factory to a Workspace file.

This option is only enabled if your copy of montage.factory is registered.

Export to

This feature is currently not supported and is disabled. It will be supported in a future version

If you select one of the export sub options in a licensed version of montage.factory, you will get the following error dialog
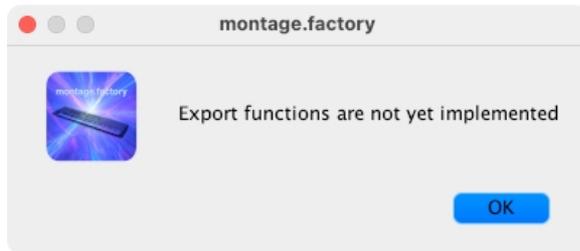
Exit

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

Exits the montage.factory application.

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

Recently Opened Files

The file menu also contains a list of recently opened files to allow easy access to files that you are currently working upon. The recently open files list appears at the bottom of the file menu.

The Edit Menu

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

↻ Undo	⌘ Z	
↺ Redo	⌘ Y	
Clear Undo Buffer		
✂ Cut	⌘ X	
⧉ Copy	⌘ C	
📋 Paste	⌘ V	
🔍 Find ...	⌘ F	
🔍 Find Next	F3	
Find Category ...	⇧⌘ F	
Find Next Category	⇧F3	
Goto ...	⌘ 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. Note that if it is not possible to delete the object due to the synth structure, then the object is initialised (e.g. a Performance must always have a Reverb effect).

Copy

Places a copy of the selected Object(s) onto the Clipboard.
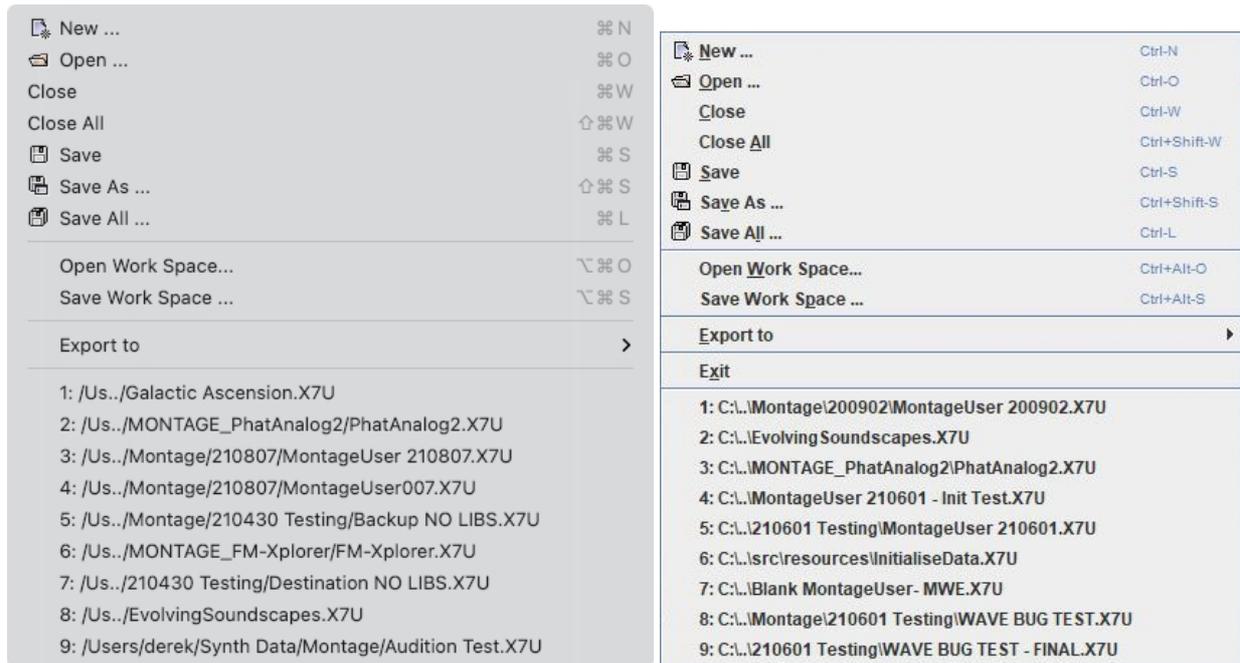
Paste

Copies the Object(s) on the Clipboard into the highlighted location within the current file. If you cannot perform a paste at this location (e.g. trying to copy a Live Set onto a Performance) then this menu item is disabled.

Find ...

montage.factory supports the ability to find Objects either by name or by category (where an Object supports categories, such as Performances, Arpeggios and Waveforms).

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 be 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; note how the menu items vary depending on the split mode:
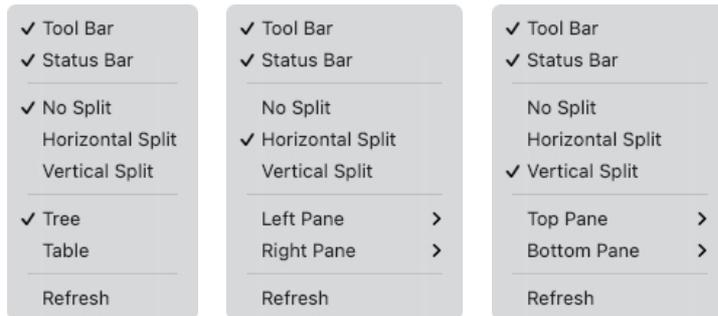
The PC version has an addition option for displaying the **Preferences...** menu option .

When the Child Window is split the **Left**/**Top Pane** and **Right**/**Bottom Pane** menu options have the following sub menu.
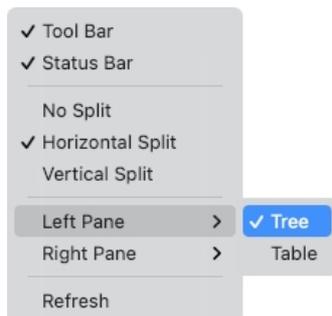
Tool Bar

When checked the montage.factory Tool Bar is visible.

Status Bar

When checked the montage.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 ...

This menu option is not available if the host operating system is OS X. On OSX there is a **Preferences...** menu option in the montage.factory Application Menu.
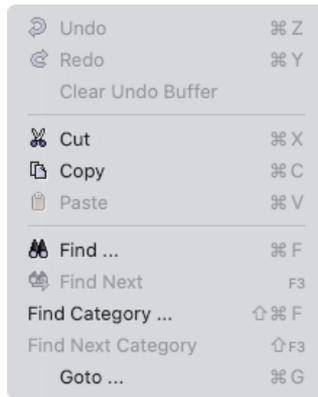
Opens the montage.factory Preferences Dialog.

The Window Menu

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

Tile Horizontal	
Tile Vertical	⌥⌘V
Maximise Windows	⌘M
Restore Windows	⌘R
Minimise Windows	⌘I
Galactic Ascension.X7U	
FM-Xplorer.X7U	

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 montage.factory (Galactic Ascension.X7U and FM-Xplorer.X7U in our example menu).

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 that 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.

The Help Menu

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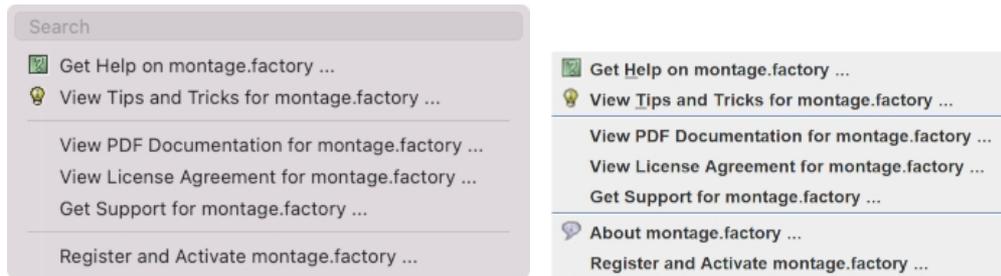
Search

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

Get Help on montage.factory ...

Displays the montage.factory Online Help system.

View Tips and Tricks for montage.factory ...

Displays the montage.factory Tips and Tricks Dialog.

View PDF Documentation for montage.factory ...

Displays the PDF documentation for montage.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 montage.factory ...

Displays the montage.factory License Agreement in a dialog box.

View License Agreement for montage.factory ...

Provides a link to the x.Librarian's Support Page.

About montage.factory ...

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

Displays the montage.factory About Dialog, which provides some basic information about the program, such as the version number.

Register and Activate montage.factory ...

Displays the montage.factory registration and activation Dialog.

See the Registration Section for details of how to register montage.factory.

Tool Bar

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

Displays the New File Dialog to allow you to select the type of file to create
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. If you cannot perform a paste at this location (e.g. trying to copy a Live Set Slot onto a Performance) then this menu item is disabled
Undos the previous edit
Redos the previous edit
Displays the Find Dialog to allow you to define the search criteria and then search for the first occurence
Searches for the next occurence of the search criteria defined in the Find Dialog
Displays the Preferences dialog where you can configure montage.factory
Displays the montage.factory Online Help index page
Enables Context Sensitive Help
Displays the Tips and Tricks Dialog
Displays the About Dialog

The Save buttons are only enabled if montage.factory is Registered.

If the SHIFT key is held down when clicking on the 🔍 (Find) button, then the Find Category Dialog is displayed instead.

If the SHIFT key is held down when clicking on the 🔍 (Find Next) button, then a Find Category search is performed instead.

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 Montage 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.
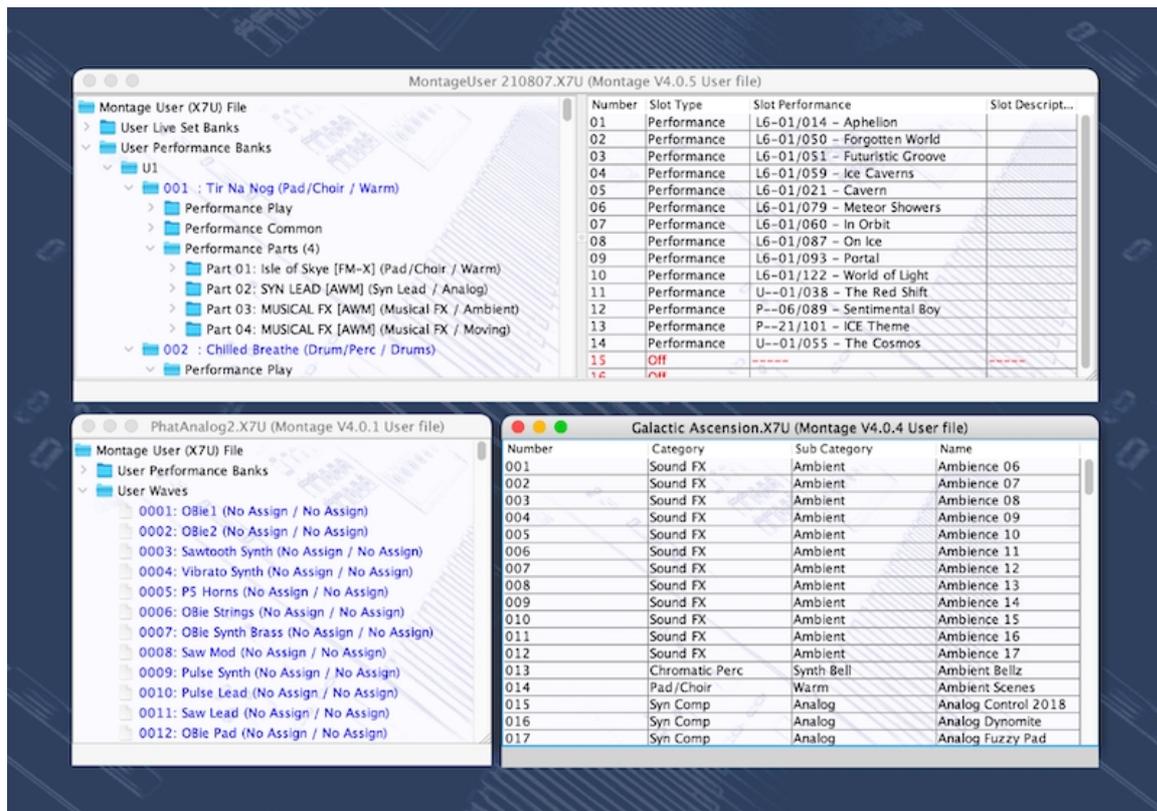
The Window Menu provides menu options to:

- 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

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 between a Tree view and a Table view, and a Child Window can be either split horizontally or vertically split to 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. If a file has its READ ONLY attribute set then all the file is identified as [READ ONLY] in the window title

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

Tree View

The **Tree View** shows the X7x 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, one collapsed showing the top level **Collections**, including all the available User Performance Banks, and User Motion Sequences and one showing a Performance (U1-36 Earth Pad) that has been expanded to show more information on the Performance; specifically Performance Part 4.
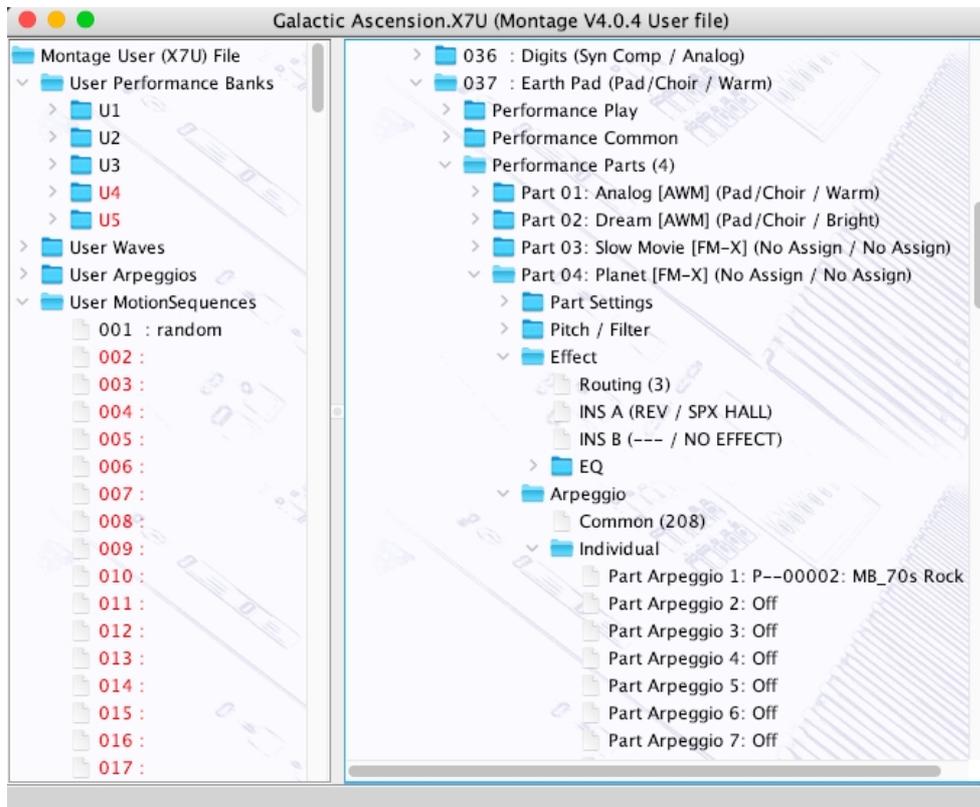
Basically, information is shown as a set of hierarchical **Objects**. Objects may have children attached to them, and they themselves may have further child Objects (e.g. a Performance Object, has a child Object for all of its Performance Parts, and this Object groups all the Performance Parts).

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. The top level Collections that can be found under the root node varies upon the file contents

Objects are displayed in one of three colours:

- Black if the Object is not referenced by another Object
- Blue if an Object is referenced by another Object (e.g. a Voice being used within a Performance, or a Sample being used by a Wave)
- Red if the Object is "empty". Empty objects are not saved to file.

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.

If you right click over an object or selection of objects within the Tree View, a context sensitive popup menu will appear that provides the editing operations that can be performed upon the object(s).

Objects can be [Copied and Moved]() either within or between Child Window Views using **Drag and Drop**.

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 Performances in one of the Performance Banks.

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

Each row within the table shows one Object.

Objects can be [Copied and Moved](#) either within or between Child Window Views using **Drag and Drop**.

If you right click over an object or selection of objects within the Table View, a context sensitive popup menu will appear that provides the editing operations that can be performed upon the object(s). The cells in a Row that contain the Object **Category** and Object **Name** (if available) can be directly edited by clicking in them.

The context menu also provides the options to select what data view. In the example below, the table is currently showing the Performance U1 Bank, but a selection is being made via the menu to change to the Performance U2 Bank.

Number	Category	Sub Category	Name
004	Pad/Choir	Analog	Power of Emotion
005	Pad/Choir	Warm	Breathe of Morning
006	Pad/Choir	Analog	Sunlight of Nephenee
007	No Assign	No Assign	Shine On
008	No Assign	No Assign	Astronomy Domine
009	No Assign	No Assign	What Do You Want?
010	No Assign	No Assign	Learning To Fly
011	No Assign	No Assign	High Hopes
012	No Assign	No Assign	Take It Back
013	No Assign	No Assign	Coming Back To Li
014	No Assign	No Assign	One of These Days
015	No Assign	No Assign	Hey You
016	No Assign	No Assign	Another Brick
017	No Assign	No Assign	Breathe
018	No Assign	No Assign	Time
019	No Assign	No Assign	Great Gig
020	No Assign	No Assign	Money
021	No Assign	No Assign	Us and Them
022	No Assign	No Assign	Wish You Were Her
023	No Assign	No Assign	Comfortably Numb
024	No Assign	No Assign	Run Like Hell
025	No Assign	No Assign	Safe From The Stor
026	Musical FX	Moving	Dust Storm on Mars
027	No Assign	No Assign	Om Riff
028	Pad/Choir	Warm	Chilled Colours
029	Musical FX	Moving	New Horizons
030	No Assign	No Assign	Annwn
031	No Assign	No Assign	Ancient Starlight
032	Musical FX	Moving	Gates of Annwn
033	Musical FX	Moving	Outer Boundary
034	Pad/Choir	Warm	The Cage Part 1
035	No Assign	No Assign	The Cage Part 3
036	Musical FX	Moving	Mist on the Silk Rd
037	No Assign	No Assign	Generic
038	Pad/Choir	Analog	The Red Shift
039	No Assign	No Assign	Welcome Machine
040	No Assign	No Assign	Echoes
041	No Assign	No Assign	Pigs on the Wing
042	No Assign	No Assign	Mother

Context menu:

Initialise
Insert
Delete

New ...   ▶

List References ...

Sort by Name
Sort by Category

Cut
Copy
Paste

Show All Data Banks
Show Live Set Banks   ▶
Show Performance Banks   ▶   Performance Banks
Show Waves

Performance Bank U1
Performance Bank U2
Performance Bank U3
Performance Bank U4
Performance Bank U5

You can also double click a high level collection (e.g. Performance Bank Collection, Performance Banks) and montage.factory will move down to the next level until you get to discrete objects (e.g. Performances). You can double click with the ALT key (OPTION key on OS X) held down to traverse upwards.

Status Bar

/Users/derek/Synth Data/Monta...	Montage X7U File						

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 (Performances, Waves, etc.)
- If the right/bottom split pane is a table this indicator identifies what the table is showing (Performances, Waves, etc.)

montage.factory Program Features

montage.factory provides the following features:

- File Operations
- Undo/Redo Support
- Clipboard Support
- Find and Goto Support
- Editing Features

File Operations

montage.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 is shown:
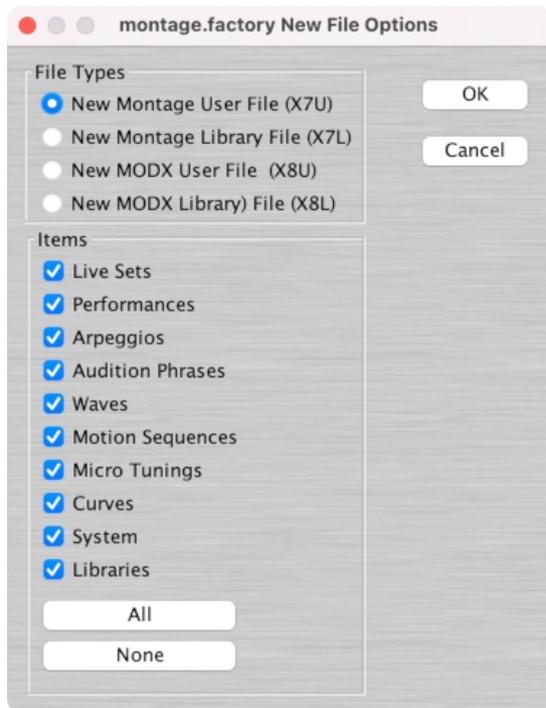
The dialog, allows you to select the type of file to create from the following

- Montage User File (type X7U)
- Montage Library File (type X7L)
- MODX User File (type X8U)
- MODX Library File (type X8L)

Back up files are not yet supported I will add support for those in a later version.

The dialog, allows you to select the banks which are created from the following

- Live Sets
- Performances
- Arpeggios
- Audition Phrases
- Waves
- Motion Sequences
- Microtunings
- Curves
- System (Utility Settings)
- Libraries

You can use the **All** or **None** buttons to quick set or clear all tick boxes.

You can set the default options for the data that you wish to create in the [New File Preferences](#) in the [Preferences](#) dialog.

The new data file is given a name in the form of "montageFactory_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.

Note, only the creation of 3.x file formats is supported in this release of montage.factory. If there is sufficient demand, I may add support for the creation of earlier, legacy X7x file formats.

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.
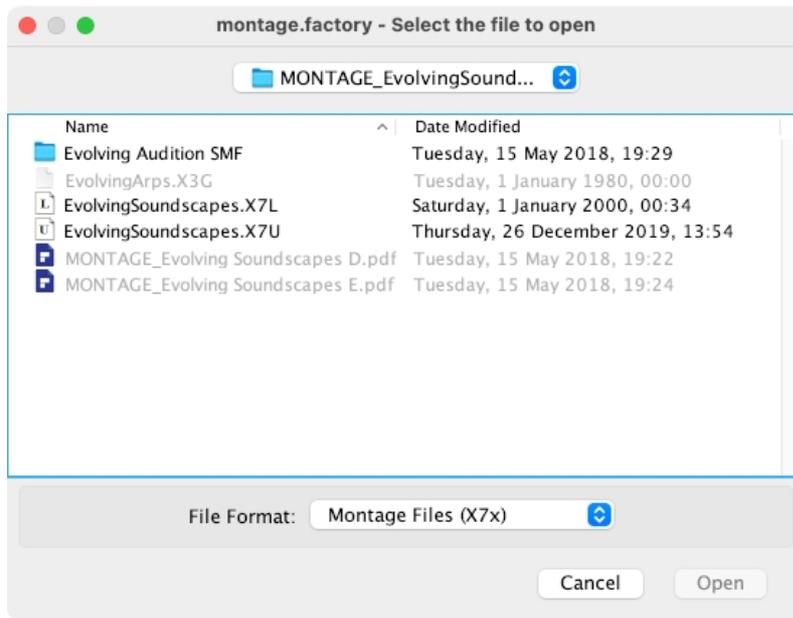
Only X7L and X7U files are currently supported for loading. X7A and X8A files will be supported in later versions.

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

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

If a file has its READ ONLY attribute set then all editing features are disabled. You can still copy data from the file using a drag copy operation or a Clipboard copy operation. The file is identified as [READ ONLY] in the window title.

Save Open Files

The saving of files is only available if montage.factory is [registered](#).

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.
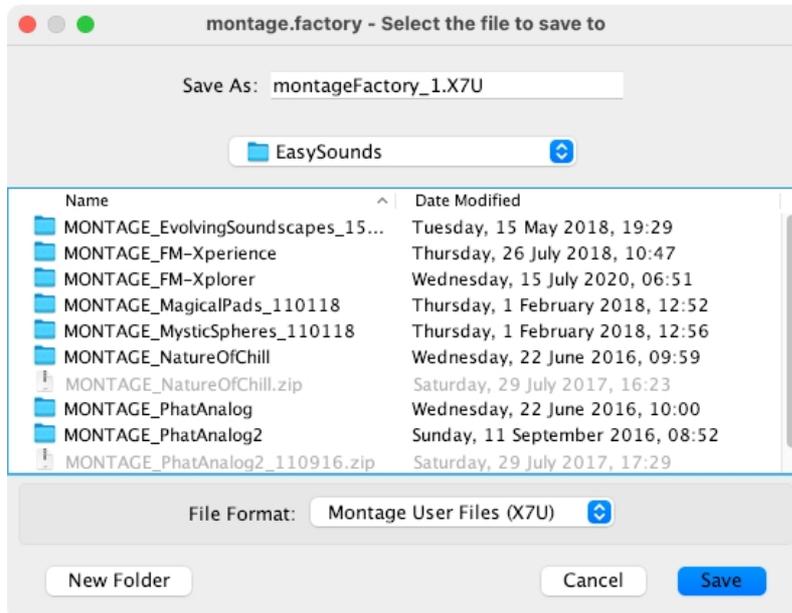
Workspaces

montage.factory allows you to save the current size and position of the main montage.factory window, and the arrangement of the open Child Windows within montage.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 parameters for each Child Window are 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

Undo Buffer

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

The number of edits which can be 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 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 Performance onto a Wave
- You cannot paste ten Performances at the end of a Performance Bank if the selection is at Performance 120 or higher

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

montage.factory does not support the system clipboard so it is not possible to cut and paste between 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!

Find and Goto Facilities

Find Dialog

montage.factory supports the ability to find Objects either by name or by category (where an Object supports categories, such as Performances).

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

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 Performance called "pan", but not a Performance 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 Performance named "dor" and a Performance called "pandora".
Use Wild Cards	If checked, montage.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 montage.factory wild card support is the Perl Regular Expression Syntax. Rather than try and write up this powerful syntax myself into the montage.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 be 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 Performances in a file (assuming all Performances have been assigned a category). Note: only some Objects (such as Performances and Waves) have a category value.
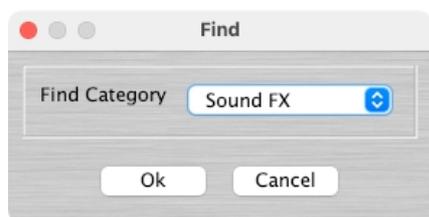
Simply select the Category from the "Find Category" combo box that you wish to search for, and that's all there is to it.

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
	• The list of types of Objects that can be selected depends upon the contents of the file. • If a Table View is selected then you can only go the type of objects shown by the Table
Item Number	The number of the Object to go to.

Editing Features

montage.factory supports the following editing features:

Note that if a file has its READ ONLY attribute set then all editing features are disabled. You can still copy data from the file using a drag copy operation or a Clipboard copy operation. The file is identified as [READ ONLY] in the window title.

- General Editing Features
- Synth Editing Features
- Live Set Editing Features
- Performance Editing Features
- Arpeggio Editing Features
- Audition Phrase Features
- Wave Editing Features
- Motion Sequence Editing Features
- Microtuning Editing Features
- Curve Editing Features

General Editing Features

montage.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
- List Object References
- Sort Objects
- Export Objects
- Add Objects to Library (note this will be added in a later version)

Copy/Move Object

montage.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 Performance from location 1 to location 4)
- Moving an Object to a new Parent Collection (e.g. moving a Performance 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 Performances, but not Performances and Waves together.

montage.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 Performance onto a Wave)
- Drag image: A simple pictorial representation of what is being dragged
- Drop Point: montage.factory shows the drop point as either a cue line drawn between Objects if an Object is being moved within its parent (e.g. a Live Set Page within a Live Set), 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 Performance Part over a Performance) 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.

montage.factory will maintain the references to Objects in a Collection when moving Objects within a file, as follows:

Collection Type	Objects Updated
Performance	Live Set Slots
Arpeggio	Performance Part Arpeggio slots
Audition Phrases	Performances
Wave	Performance Part AWM2 Elements
Motion Sequence	Performances
Microtuning	Performance Parts
Curves	Performances Motion Sequences

For example if you move a Performance within a X7x file Performance Bank from Location 2 to Location 10, then any Live Set Slots which are referencing Performances at Locations 2 and above will be updated to ensure they still reference the same Performances after the move operation as they were before the move operation.

The ability to update references following a move or to copy referenced Objects during a move to a new file can be selectively turned on or off within the Preferences Dialog.

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:

Only one Object can be selected for renaming.

The dialog will provide drop down lists for selecting a Category and Sub Category values for Objects that support them:

Object Type	Category?	Sub Category?
Live Set Slot	No	No
Program	Yes	Yes
Arpeggio	Yes	Yes
Audition Phrase	No	No
Wave	Yes	Yes
Motion Sequence	No	No
Microtuning	No	No
Curve	No	No

The **Rename** command is found upon the **Context Sensitive Menu** in the Tree View

To rename Objects in the Table View, simply click in **Category Cell** of the required Object to select the Category value from a drop down list, or 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 Performances 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 Performance Bank Collection in an X7x file can only contain 128 Perofrmances, so if two Performances are inserted into the Collection then two Performances must be removed from the end of the Collection to maintain the correct size.

montage.factory will maintain the references to Objects in a Collection when inserting Objects, as follows:

Collection Type	Objects Updated
Performance	Live Set Slots
Arpeggio	Performance Part Arpeggio slots
Audition Phrases	Performances
Wave	Performance Part AWM2 Elements
Motion Sequence	Performances
Microtuning	Performance Parts
Curves	Performances Motion Sequences

For example if you insert a Performance into an X7x file Performance Bank at Location 10, then any Live Set Slots which are referencing Performances in the bank at Locations 10 and above will be updated to ensure they still reference the same Performances after the insert operation as they were before the insert operation.

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 Performances 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, a Performance Bank Collection in a X7x file must contain 128 Voices, so if two Performances are deleted from the Collection then two Performances must be added to the end of the Collection to maintain the correct size.

montage.factory will maintain the references to Objects in a Collection when deleting Objects, as follows:

Collection Type	Objects Updated
Performance	Live Set Slots
Arpeggio	Performance Part Arpeggio slots
Audition Phrases	Performances
Wave	Performance Part AWM2 Elements
Motion Sequence	Performances
Microtuning	Performance Parts
Curves	Performances Motion Sequences

For example if you delete a Performance from an X7x Performance Bank at Location 10, then any Live Set Slot which are referencing Performances in that Bank at Locations 10 and above will be updated to ensure they still reference the same Performances after the delete operation as they were before the delete operation.

List Object References

The **List References** command is found upon the **Context Sensitive Menu** in both the Tree View and the Table View.

The **List References** command is only available if:

- Only one Object is selected
- The Object selected is referenced by another Object, which is indicated by the Object being coloured blue

The references are shown as follows:
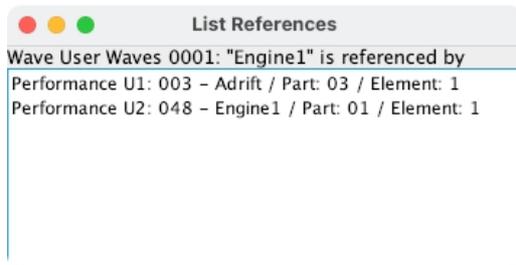
The Object being referenced is shown at the top of the Dialog followed by the Objects referencing it.

Sort Objects

The **Sort** command is found upon the **Context Sensitive Menu** in both the Tree View and the Table View.

The type of sort operations available depend upon the types of Object being sorted:

Object Type	Sort by Name	Sort By Category
Live Set Bank	Yes	No
Live Set Bank Page	Yes	No
Live Set Bank Page Slots	No	No
Performances	Yes	Yes
Arpeggios	Yes	Yes
Audition Phrases	Yes	No
Waves	Yes	Yes
Motion Sequences	Yes	No
Microtunings	Yes	No
Curves	Yes	No

In the Tree View the sort options are accessed via the **Context Sensitive Menu** for the Collection that you wish to sort (e.g. a Performance Bank Collection to sort Performances).

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 **Category** or **Name** column headers.

montage.factory will maintain the references to Objects in a Collection when inserting Objects, as follows:

Collection Type	Objects Updated
Performance	Live Set Slots
Arpeggio	Performance Part Arpeggio slots
Audition Phrases	Performances
Wave	Performance Part AWM2 Elements
Motion Sequence	Performances
Microtuning	Performance Parts
Curves	Performances Motion Sequences

Synth Editing Features

montage.factory supports the following editing operations upon the **Synth Object** within the Tree View of a Child Window:

- Move
- Copy
- Initialise
- Add - If not all main collections are present in the file (e.g. Performance Banks, Waves, etc.) then this menu will be present allowing you to add in the items that are not present
- Cut to Clipboard
- Copy to Clipboard
- Paste from Clipboard

To access these features, 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.

Live Set Editing Features

Live Set Bank Collection Editing Features

montage.factory supports the following editing operations upon the **Live Set Bank Collection** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Delete
- Sort by Name
- 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 **Live Set Bank Collection** to activate the **Live Set Bank Collection's** Context Sensitive Menu.

Live Set Bank Editing Features

montage.factory supports the following editing operations upon the **Live Set Banks** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Rename
- Initialise
- Insert
- Delete
- Sort by Name
- 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 **Live Set Bank** to activate the **Live Set Bank's** Context Sensitive Menu.

Live Set Bank Page Editing Features

montage.factory supports the following editing operations upon the **Live Set Bank Pages** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Rename
- Initialise
- Insert
- Delete
- Sort by Name
- 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 **Live Set Bank Page** to activate the **Live Set Bank Page's** Context Sensitive Menu.

Live Set Bank Page Slot Editing Features

montage.factory supports the following editing operations upon the **Live Set Slot Bank Page Slot Objects** within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Rename
- 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 **Live Set Bank Page Slot** or selection of **Live Set Bank Page Slots** to activate the **Live Set Bank Page Slot's** Context Sensitive Menu.

You can **DRAG COPY** Performances onto Live Set Slots to set the references to them.

Performance Editing Features

Performance Bank Collection Editing Features

montage.factory supports the following editing operations upon the **Performance Bank Collection** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- 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 the **Performance Collection** to activate the **Performance Collection's** Context Sensitive Menu.

Performance Bank Editing Features

montage.factory supports the following editing operations upon the **Performance Banks** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Delete
- Sort by Name
- Sort by Category
- 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 **Performance Collection** to activate the **Performance Collection's** Context Sensitive Menu.

Performance Editing Features

montage.factory supports the following editing operations upon the **Performance Objects** within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Rename
- Insert
- Delete
- New... - allows you to create new AWM, FM-X or Drum Performances.
- List References
- 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 **Performance** or selection of **Performances** to activate the **Performance's** Context Sensitive Menu.

Remember that the category and sub category of a performance are set from the category and sub category of the first part. If you edit the category and sub category of the performance then the first part is also updated. If you edit the category and sub category of the first performance part then the performance is also updated.

In the Tree View you can drill down further into the structure of a Performance. All objects will support:

- Copy/Move
- Initialise
- Cut to Clipboard
- Copy to Clipboard
- Paste from Clipboard

Where there are several similar objects in a list (e.g. Insert Effects, etc.) then the following options are also available.

- Insert
- Delete

You can **DRAG COPY** a single Performance onto a Live Set Slot to set the reference to the Performance.

You can **DRAG COPY** a single Wave onto a Performance Part AWM Element to set the reference to the Wave

Performance Part Collection Editing Features

The following options are also available for the Performance Part Collection within the Tree View.

- **Add** allows you to add additional AWM, FM-X or Drum Parts to the collection up to the maximum allowed count. If you hold down the ALT key (OPTION key on OSX) whilst making the menu selection, a dialog is opened that allows you to specify the number of parts to add.

Performance Part Editing Features

The following options are also available for Performance Parts within the Tree View.

- Rename
- **New** allows you to replace the current part with a new AWM, FM-X or Drum Part.

Remember that the category and sub category of a performance are set from the category and sub category of the first part. If you edit the category and sub category of the performance then the first part is also updated. If you edit the category and sub category of the first performance part then the performance is also updated.

Arpeggio Editing Features

montage.factory supports the following editing operations upon the **Arpeggio Collection** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Delete
- Sort by Name
- Sort by Category
- 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 **Arpeggio Collection** to activate the **Arpeggio Collection's** Context Sensitive Menu.

montage.factory supports the following editing operations upon the **Arpeggio Objects** within the Tree View or Table View of a Child Window:

- Copy/Move
- Rename
- Initialise
- Insert
- Delete
- List References
- 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 **Arpeggio** or selection of **Arpeggios** to activate the **Arpeggio's** Context Sensitive Menu.

You can **DRAG COPY** a single Arpeggio onto an Performance Part Areggio Element, to set the reference to the Arpeggio.

Audition Phrase Editing Features

montage.factory supports the following editing operations upon the **Audition Phrase Collection** shown within the Tree View or Table View of a Child Window:

- Copy/Move
- Initialise
- Delete
- Sort by Name
- 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 **Audition Phrase Collection** to activate the **Audition Phrase Collection's** Context Sensitive Menu.

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

- [Copy/Move](#)
- [Rename](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [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 **Audition Phrase** or selection of **Audition Phrases** to activate the **Audition Phrase's** Context Sensitive Menu.

Wave Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Delete](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [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 **Wave Collection** to activate the **Wave Collection's** Context Sensitive Menu.

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

- [Copy/Move](#)
- [Rename](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [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 **Wave** or selection of **Waves** to activate the **Wave's** Context Sensitive Menu.

You can **DRAG COPY** a single Wave onto an AWM Performance Part Element, to set the reference to the Wave.

Motion Sequence Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Delete](#)
- [Sort by Name](#)
- [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 **Motion Sequence Collection** to activate the **Motion Sequence Collection's** Context Sensitive Menu.

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

- [Copy/Move](#)
- [Rename](#)
- [Initialise](#)

- Insert
- Delete
- [List References](List%20References)
- [Cut to Clipboard](Cut%20to%20Clipboard)
- [Copy to Clipboard](Copy%20to%20Clipboard)
- [Paste from Clipboard](Paste%20from%20Clipboard)

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

Microtuning Editing Features

montage.factory supports the following editing operations upon the **Microtuning Collection** shown within the [Tree View](Tree%20View) or [Table View](Table%20View) of a [Child Window](Child%20Window):

- Copy/Move
- Initialise
- Delete
- [Sort by Name](Sort%20by%20Name)
- [Cut to Clipboard](Cut%20to%20Clipboard)
- [Copy to Clipboard](Copy%20to%20Clipboard)
- [Paste from Clipboard](Paste%20from%20Clipboard)

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

montage.factory supports the following editing operations upon the **Microtuning Objects** within the [Tree View](Tree%20View) or [Table View](Table%20View) of a [Child Window](Child%20Window):

- Copy/Move
- Rename
- Initialise
- Insert
- Delete
- [List References](List%20References)
- [Cut to Clipboard](Cut%20to%20Clipboard)
- [Copy to Clipboard](Copy%20to%20Clipboard)
- [Paste from Clipboard](Paste%20from%20Clipboard)

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

Curve Editing Features

montage.factory supports the following editing operations upon the **Curve Collection** shown within the [Tree View](Tree%20View) or [Table View](Table%20View) of a [Child Window](Child%20Window):

- Copy/Move
- Initialise
- Delete
- [Sort by Name](Sort%20by%20Name)
- [Cut to Clipboard](Cut%20to%20Clipboard)
- [Copy to Clipboard](Copy%20to%20Clipboard)
- [Paste from Clipboard](Paste%20from%20Clipboard)

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

montage.factory supports the following editing operations upon the **Curve Objects** within the [Tree View](Tree%20View) or [Table View](Table%20View) of a [Child Window](Child%20Window):

- Copy/Move
- Rename
- Initialise
- Insert
- Delete
- [List References](List%20References)
- [Cut to Clipboard](Cut%20to%20Clipboard)
- [Copy to Clipboard](Copy%20to%20Clipboard)
- [Paste from Clipboard](Paste%20from%20Clipboard)

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

Preferences

V1.0 note: Some options listed here are for future program features, so may have no effect in V1.0

The montage.factory preferences are accessed via the **Preferences ...** option on the <u>View</u> menu or the <u>montage.factory Application Menu</u> on OS X, or the ⬀ button on the <u>Toolbar</u>.

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

- <u>Live Set Preferences</u>
- <u>Performance Preferences</u>
- <u>Motion Sequence Preferences</u>
- <u>New File Preferences</u>
- <u>Montage Libraries Preferences</u>
- <u>Default View Preferences</u>
- <u>Miscellaneous Preferences</u>

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

Note: The options to update Objects following an Object move within the same file (e.g. **Update Performances after Wave Move**) also apply when Objects that can be referenced are inserted, deleted and sorted.

Note: The options to copy referenced Objects with "parent" Objects (e.g. moving Performances with Live Sets) work by:

- Checking the destination file to see if the referenced Object exists
- If it does then the parent Object is updated after being moved to point to the existing Object in the destination file
- If not then montage.factory checks to see if a blank or empty child Object is present in the destination file (e.g. in the case of moving a Performance, a blank "INIT PROGRAM" is looked for)
- If a blank Object is found then the child Object is copied and the parent Object is updated after being moved to point to the new Object in the destination file
- If no blank Object is found the montage.factory gives up. Note this may result in a Partial edit (e.g. it may have only been possible to copy a subset of Objects due to the amount of free Objects in the destination file)
- The child Objects are only ever copied irrespective of whether the parent Object is being moved or copied. This is to avoid the problem that would occur when a child Object is moved (say a Performance with Live Set Bank 1), where the source child Object (which would have been initialised after the move) is also referenced by other Parent Objects (e.g. another Live Set)

All the above options are sensitive to what is being dragged. For example a Live Set Bank Page Slot, Live Set Bank Page, Live Set Bank, Live Set Banks Branch can be dragged and the necessary Objects will be copied

Finally, it's worth noting that if the options are all set then everything needed is copied. For example if you drag a Live Set to a new file, then potentially, Performances used in the Live Set Slots, Wave used by the Performances, etc are all copied. This is a feature I've long been desperate for!

Live Set Preferences

The Live Set Preferences tab is shown below:
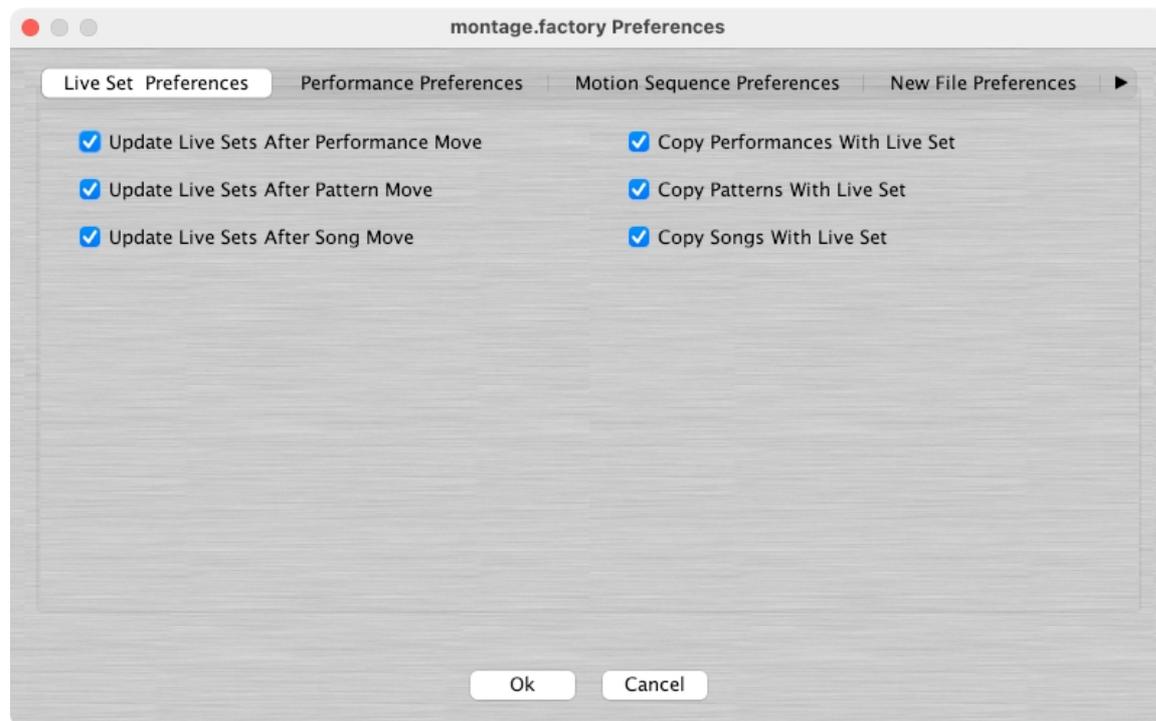
This tab has the following options:

Update Live Sets After Performance Move	If you move Performances within a X7x file then the Live Sets that reference the updated Performances are updated to ensure that the correct references to the Performance are maintained.
Update Live Sets After Pattern Move	If you move a Pattern within an associated X7A file then the Live Sets that use Patterns are updated to ensure that the correct references to the Patterns are maintained.
Update Live Sets After Song Move	If you move a Song within an X7A file then the Live Sets that use Songs are updated to ensure that the correct references to the Songs are maintained.
Copy Performances With Live Set	If you move or copy a Live Set from one file to another file, then any Performances referenced by the Live Set are also copied to the destination file if the Performances are not already present in the destination file.
Copy Patterns With Live Set	If you move or copy a Live Set from one X7A file to another X7A file, then any Patterns referenced by the Live Set are also copied to the destination file if the Patterns are not already present in the destination file.
Copy Songs With Live Set	If you move or copy a Live Set from one X7x file to another X7x file, then any Songs referenced by the Live Set are also copied to the destination file if the Songs are not already present in the destination file.

Performance Preferences

The Performance Preferences tab is shown below:
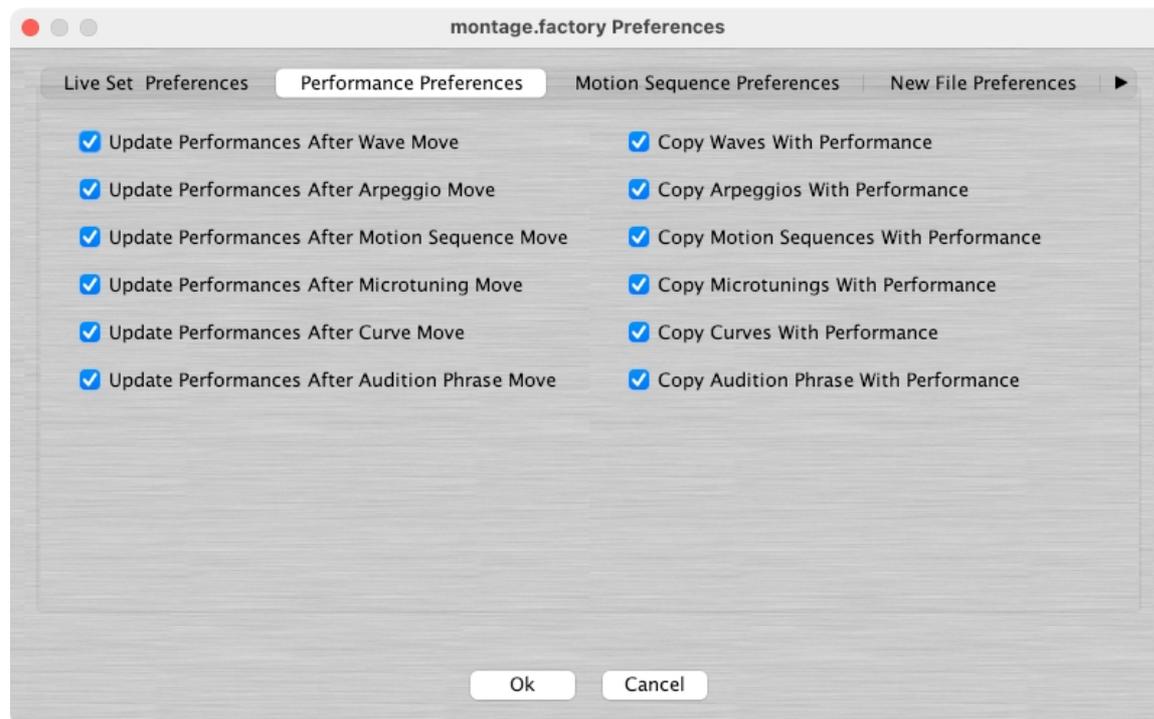
This tab has the following options:

Update Performances After Wave Move	If you move a Wave within a file then the Performances that use the Wave are updated to ensure that the correct references to the Wave are maintained.
Update Performances After Arpeggio Move	If you move an Arpeggio within a file then the Performances that use the Arpeggio are updated to ensure that the correct references to the Arpeggio are maintained.
Update Performances After Motion Sequence Move	If you move a Motion Sequence within a file then the Performances that use the Motion Sequence are updated to ensure that the correct references to the Motion Sequence are maintained.
Update Performances After Microtuning Move	If you move a Microtuning within a file then the Performances that use the Microtuning are updated to ensure that the correct references to the Microtuning are maintained.
Update Performances After Curve Move	If you move a Curve within a file then the Performances that use the Curve are updated to ensure that the correct references to the Curve are maintained.
Update Performances After Audition Phrase Move	If you move an Audition Phrase within a file then the Performances that use the Wave are updated to ensure that the correct references to the Audition Phrase are maintained.
Copy Waves With Performance	If you move or copy a Performance from one X7x file to another X7x file, then any Waves referenced by the Performance are also copied to the destination file if the Waves are not already present in the destination file.
Copy Arpeggios With Performance	If you move or copy a Performance from one X7x file to another X7x file, then any Arpeggios referenced by the Performance are also copied to the destination file if the Arpeggios are not already present in the destination file.
Copy Motion Sequences With Performance	If you move or copy a Performance from one X7x file to another X7x file, then any Motion Sequences referenced by the Performance are also copied to the destination file if the Motion Sequences are not already present in the destination file.
Copy Microtunings With Performance	If you move or copy a Performance from one X7x file to another X7x file, then any Microtunings referenced by the Performance are also copied to the destination file if the Microtunings are not already present in the destination file.
Copy Curves With Performance	If you move or copy a Performance from one X7x file to another X7x file, then any Curves referenced by the Performance are also copied to the destination file if the Curves are not already present in the destination file.

| Copy Audition Phrases With Performance | If you move or copy a Performance from one X7x file to another X7x file, then any Audition Phrases referenced by the Performance are also copied to the destination file if the Audition Phrases are not already present in the destination file. |

Motion Sequence Preferences

The Motion Sequence Preferences tab is shown below:
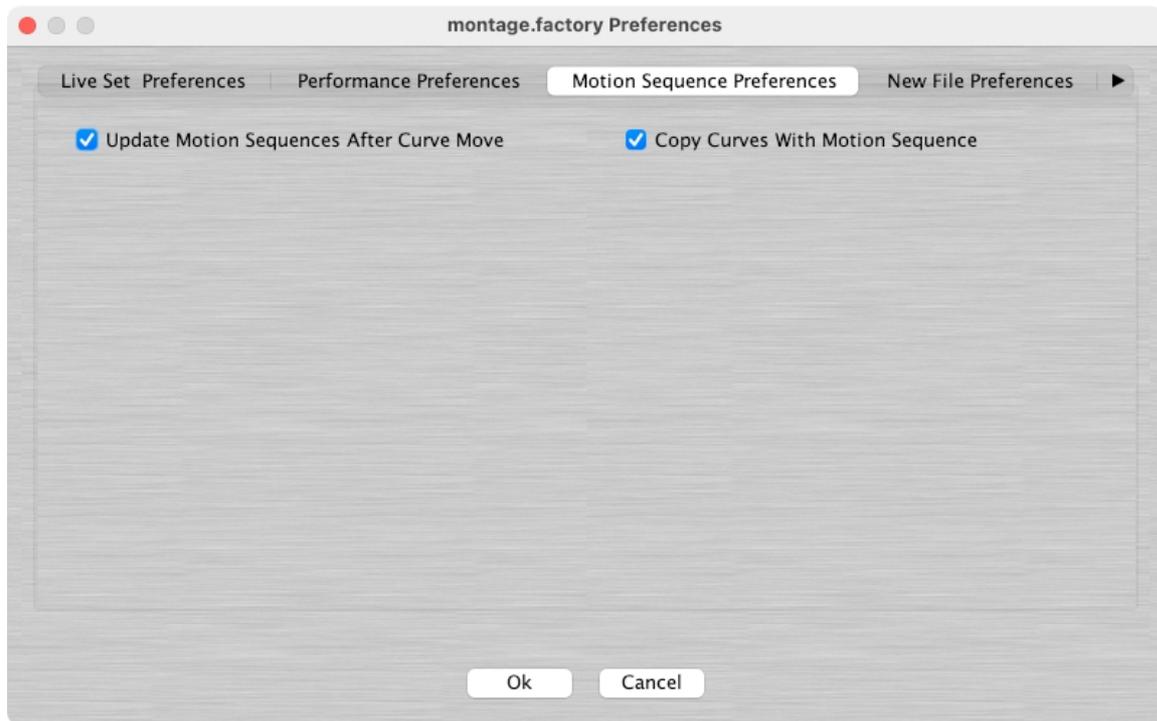
This tab has the following options:

Update Motion Sequences After Curve Move	If you move a Curve within a file then the Motion Sequences that use the Curve are updated to ensure that the correct references to the Curve are maintained.
Copy Curves With Motion Sequence	If you move or copy a Motion Sequence from one X7x file to another X7x file, then any Curves referenced by the Motion Sequence are also copied to the destination file if the Curves are not already present in the destination file.

New File Preferences

The New File Preferences tab is shown below:
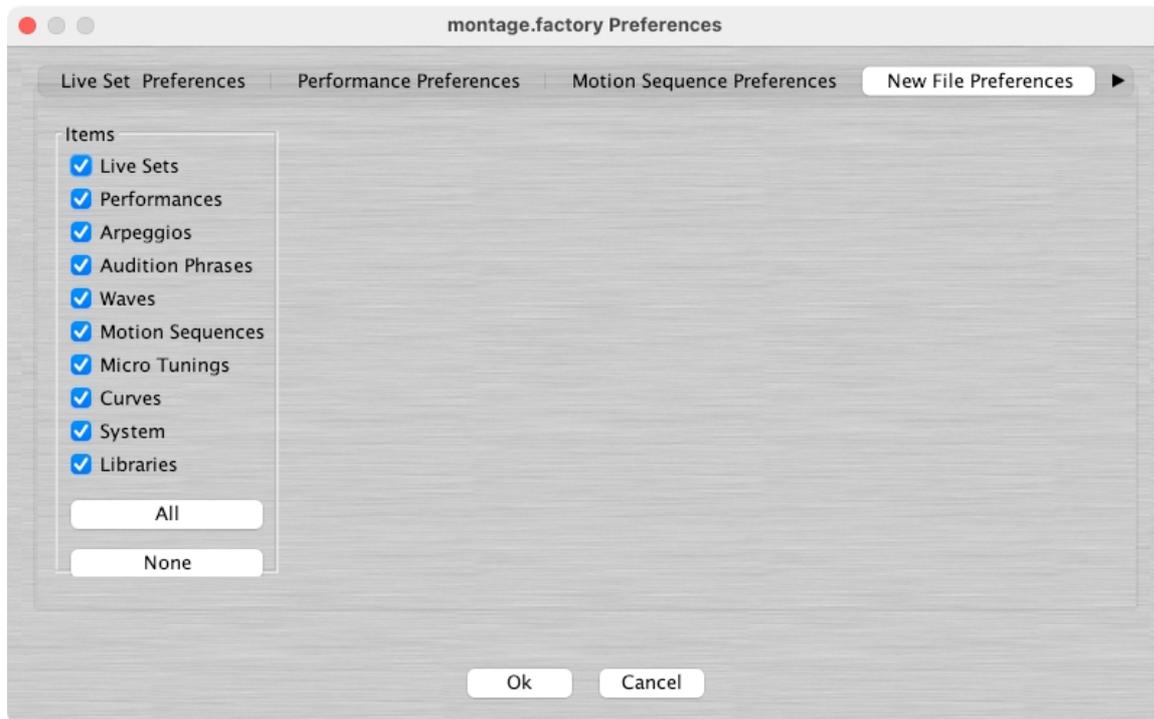
This tab allows you to set the default options that will be used when you select the **New File ...** option from the File Menu or the ⬚ button on the Toolbar.

This dialog, allows you to select the banks which are created from the following

- Live Sets
- Performances
- Arpeggios
- Audition Phrases
- Waves
- Motion Sequences
- Microtunings
- Curves
- System (Utility Settings)
- Libraries

You can use the **All** or **None** buttons to quick set or clear all tick boxes.

Montage Libraries Preferences

The Montage Libraries Preferences tab is shown below:
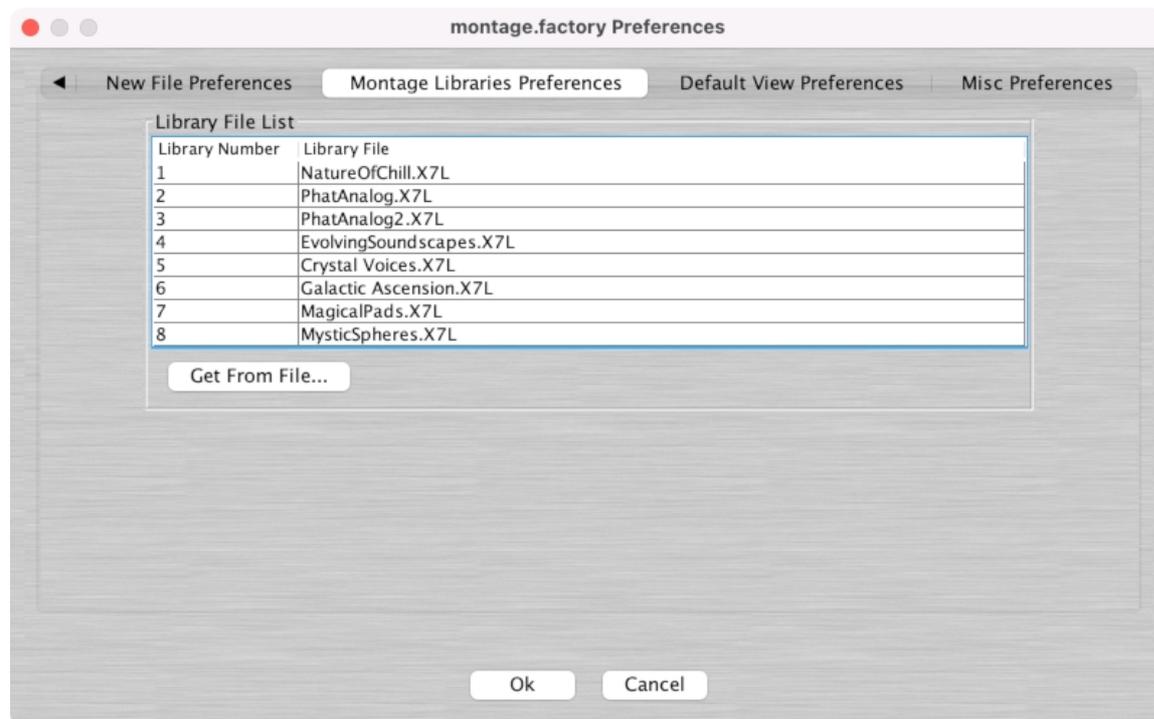
This tab allows you to specify the libraries that you have loaded in your Montage. This allows montage.factory to show what the references to library data in X7x files are. For example you might have a Live Set pointing to a mix of preset, user and library performances. If no reference library data is available, then all the Montage can show is the library and performance number, but if library data is available then things like Performance name and category can be shown.

Library File List	The list of files that you have loaded into your library slots.
Get From File ...	The Montage saves library information in X7X files. So, for example, if you save an X7U file, copy it to your computer then you can use this option to select the file and montage.factory will read your current libraries to save you having to enter them yourself.

Default View Preferences

The Default View Preferences tab is shown below:

Default View	Defines the type of view that is applied to a Child Window when it is first opened.
	
	The following options are available:
	
	    • No Split
	    • Horizontal Split
	    • Vertical Split

Pane/Left Pane/Top Pane	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.
	
	The following options are available:
	
	    • Tree View
	    • Table View

Right Pane/Bottom Pane	This control is only visible if the **Default View** option is set to either **Horizontal Split** or **Vertical Split**.
	
	Defines the type of view shown in the right pane of a horizontally split view or the bottom pane of a vertically split view.
	
	The following options are available:
	
	    • Tree View
	    • Table View

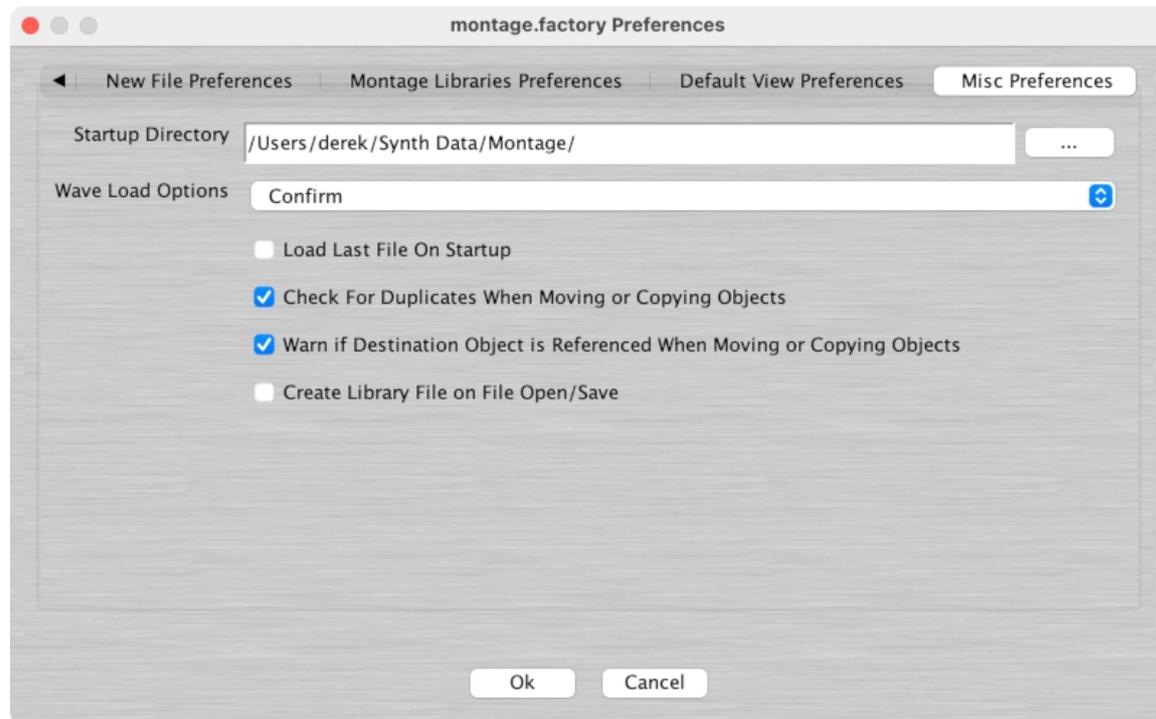|	

Default Library View	Defines the type of view that is applied to the <u>Montage Library Window</u> when it is first opened.
	
	The following options are available:
	
	    • No Split
	    • Horizontal Split
	    • Vertical Split

Library Pane/Library Left Pane/Library Top Pane	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.
	
	The following options are available:
	
	    • Tree View
	    • Table View

Library Right Pane/Library Bottom Pane	This control is only visible if the **Default Library View** option is set to either **Horizontal Split** or **Vertical Split**.
	
	Defines the type of view shown in the right pane of a horizontally split view or the bottom pane of a vertically split view.
	
	The following options are available:
	
	    • 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	This option controls if the image backdrop is displayed in Child Windows. You may wish to turn off this option if you find the scrolling of the Child Window is slow on your machine.

Miscellaneous Preferences

The Miscellaneous Preferences tab is shown below:

This tab has the following options:

Startup Directory	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. The **[...]** button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.
Wave Load Options	**Note: This option is currently ignored. It will be used in later versions, and can be ignored for now.** Determines what montage.factory does with Waves when loading X7x files. You can select the behaviour from the following choices: • No - Wave files are not loaded • Yes - Wave files are automatically loaded • Confirm - montage.factory asks you if you wish to load a wave file
Load Last File On Startup	Controls if the last file opened in the previous session is automatically loaded when montage.factory is next invoked.
Check For Duplicates When Moving or Copying Objects	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.
Warn if Destination Object is Referenced When Moving or Copying Objects	If you move or copy an Object and it is overwriting an Object that is being referenced, or you are deleting a referenced Object, then a warning is presented giving you the option to continue or cancel the operation.
Create Library File on File Open/Save	Creates JSON files that describe the structure of the file when a file is first opened and then each time it is save within montage.factory. These files can be found in the /xfactory.librarians/montage.factory/synth.libraries folder under your user folder. The files are used by montage.factory to show the contents of files that are identified as libraries in a Montage file, but (if you understand a bit of JSON) you can also use it for your own purposes like making catalogues for your own use.

Online Help

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

If you select **Help ...** from the Help Menu or the 🖼 button on the Tool Bar, the Help Window is opened.
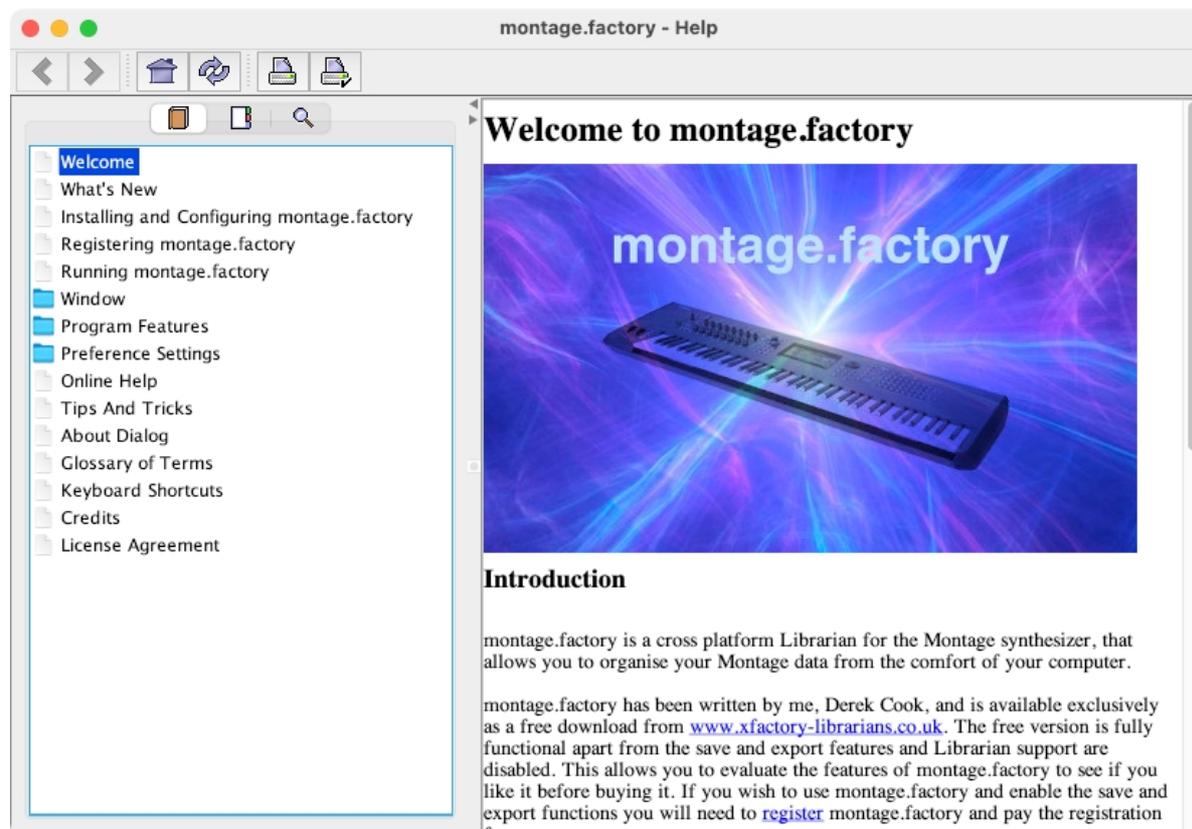
The Help Window works just like a web browser window, so its operation should be quite familiar to you.

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 montage.factory topics
- Displays the Index Navigation Pane, providing an indexed list of montage.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 montage.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 montage.factory Dialog to access the relevant help page for the Dialog.

Tips and Tricks

The montage.factory tips and tricks dialog is shown below:
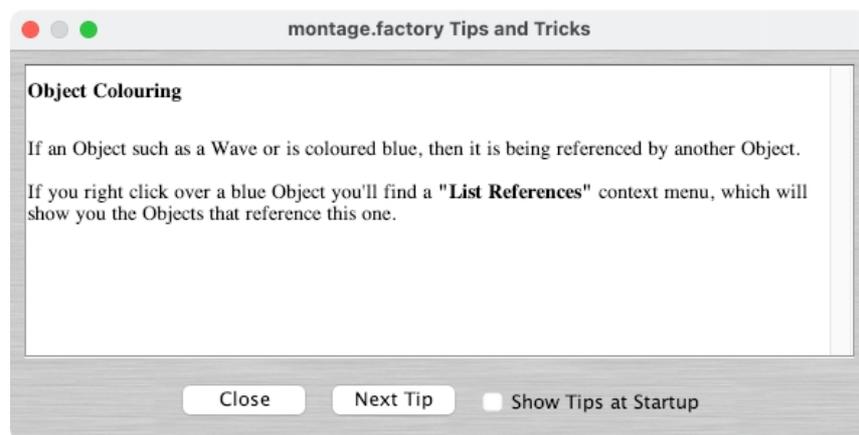
This dialog has the following controls:

Close	Closes the **Tips and Tricks** Dialog
Next Tip	Selects the next tip in sequence
Show Tips at Startup	If checked then when montage.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.

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

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

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

Object Colouring

If an Object such as a Wave or is coloured blue, then it is being referenced by another Object.

If you right click over a blue Object you'll find a **"List References"** context menu, which will show you the Objects that reference this one.

Find/Find Next Category Tool Bar Buttons

If you hold the **SHIFT** key down whilst pressing the **Find** or **Find Next** tool bar button the operations performed change from:

- **Find** to **Find Category**
- **Find Next** to **Find Next Category**

Table Sorting

You can sort Tables by clicking in the Table Column headers.

For example, if you click in the Category Column then the Table will be sorted by Category

You can only DRAG COPY Certain Objects

If you are trying to perform a drag operation on certain data types and are wondering why montage.factory is not allowing you to perform the drag, try holding down the CTRL key during the drag to see if this is then allowed. 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, for example:

Copying/Moving Objects to a Different File

When you copy an Object to a different file then any Objects it references can also be copied at the same time.

For example of you move a Performance to a new File, then the following Objects are also copied (assuming they are present within the file):

- Any User Waves referenced by the Performance
- Any User Arpeggios referenced by the Performance
- Any User Motion Sequences referenced by the Performance
- Any User Curves referenced by the Performance
- Any Microtunings referenced by the Performance

I think you'll agree this is a cool feature!

This feature can be selectively turned off for different Object types if required within the Preferences Dialog.

Workspaces

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

Moving Objects within a File

When you move an Object within a file then any Objects that reference the Object type being moved can be updated to ensure they all still reference the correct objects after the move.

For example of you move a within a file then all the Live Set Slots are updated

I think you'll agree this is a cool feature!

This feature can be selectively turned off for different Object types if required within the Preferences Dialog.

Montage File Formats

Whilst montage.factory was written primarily with OS Version 3 files in mind, I have provided legacy OS file support for the older file versions for OS 1.5 and OS 2.0 as a lot of the publicly available Montage files are provided in these formats.

montage.factory will preserve the format that a file is in. When you copy data between files of different formats then it is converted to the later format. You can only copy from older to later file formats

About montage.factory

The about dialog is shown when the **About ...** option from the [Help Menu](#) or the ♥ button on the [Tool Bar](#) is selected.
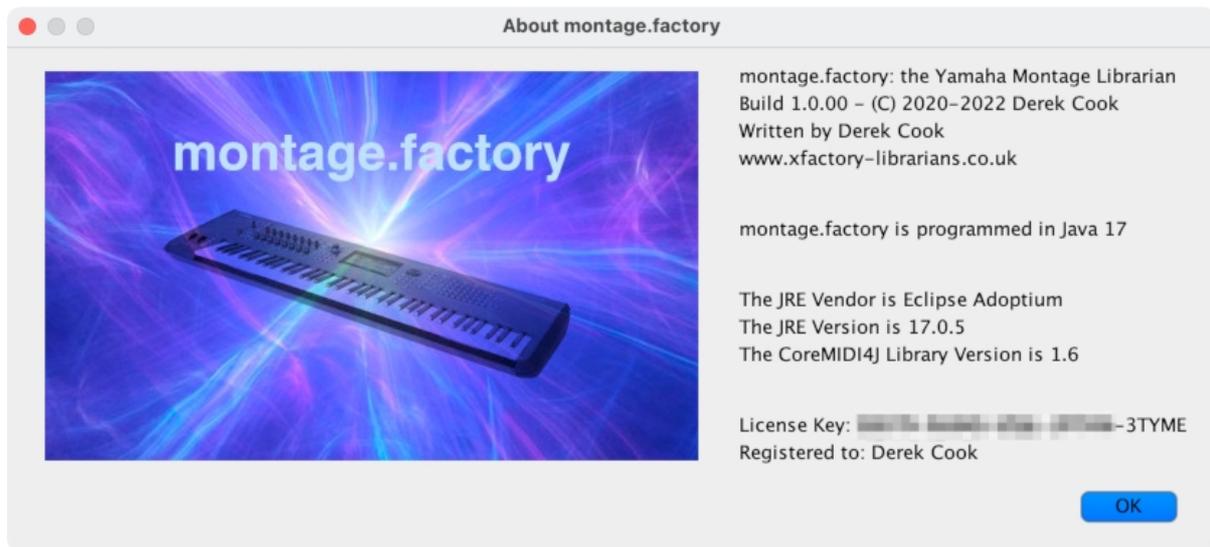
The dialog shows some basic information about the program including the version number and the [License](#) status of montage.factory.

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

Glossary

Term	Definition

Keyboard Short Cuts

montage.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 Wndows
- 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	
Find Category	Ctrl-Shift-F	
Find Next Category	Shift-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
Map To Flash	F7	
Map To Ram	Shift-F7	
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:

- Macke for assistance providing MODX file examples and in beta testing on the MODX.
- Yamaha for making such a fantastic synthesizer in the Montage/MODX series.

3rd party software used in montage.factory

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

CoreMIDI4J License

montage.factory makes use of CoreMIDI4J to provide MIDI support on OS X, which is issued under the EPL 1.0 License.

Table Filter License

montage.factory makes use of TableFilter by Luis M. Pena, which is issued under the MIT License.

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Apache Derby License

montage.factory makes use of Apache Derby to provide the library function, which is issued under the Apache 2.0 License.

Apache Log4J License

montage.factory makes use of Apache Log4J to provide logging services, which is issued under the Apache 2.0 License.

Dom4J License

montage.factory makes use of Dom4J to provide XML services, which is issued under the Maplesoft Dom4J License.

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Java Wizard License

The montage.factory Library Batch Importer makes use of the Java Wizard Project which is distributed under the Open Source Initiative Common Development and Distribution License.

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.

JSON Simple

montage.factory makes use of JSON Simple to provide logging services, which is issued under the Apache 2.0 License.

montage.factory License

The unregistered version of montage.factory allows you to evaluate the features of the program, which are fully functional except the File Save, MIDI Export and Librarian features.

However, montage.factory cannot be included as part of a commercial distribution or on other web sites without the express permission of the Author. I am happy for you to provide links to www.xfactory-librarians.co.uk, to maximise public access to montage.factory.

montage.factory license files are issued to users who have registered montage.factory, to gain access to the File Save, MIDI Export and Librarian features. If you have been issued with a license key you are not allowed to distribute a license key to other users. Please respect this, and the amount effort I have put into making this application.

You are permitted to install and activate montage.factory on two computers, for which the license is valid.

If you wish to install and activate montage.factory on more than two computers, then an additional license can be purchased at 50% of the cost of the main license.

The Author retains the copyright on the program and all of its originally developed features.

Disclaimer

Like all software products, this software is provided "AS IS", and without any warranties expressed or implied. But hey, remember, you're getting it for a very low cost!

I have worked hard to ensure this software works correctly, as I certainly don't want it trashing my data. However, I cannot be held liable for any problems arising as a consequence of you using this software on your computer and your data. You use this product at your risk.

Like all new products, please proceed and evaluate with care, and ensure that all your important data files are backed up before installation and evaluation.

Having gotten that out of the way, if you do encounter any problems, please submit a bug report to support@xfactory-librarians.co.uk, and I will endeavour to provide a fix for any reported problems.

Licensing Conditions for 3rd party software

Apache Derby License

montage.factory makes use of Apache Derby to provide the library function, which is issued under the Apache 2.0 License.

Apache Log4J License

montage.factory makes use of Apache Log4J to provide logging services, which is issued under the Apache 2.0 License.

CoreMIDI4J License

montage.factory makes use of CoreMIDI4J to provide MIDI support on OS X, which is issued under the EPL 1.0 License.

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