summit.factory Version 1.0.00
User Manual

(C) Derek Cook 2023

www.xfactory-librarians.co.uk

Table of Contents

Table of Contents

Table of Contents

Table of Contents

What's New in summit.factory V1.0.00 (23/12/2023)

- The first official release of summit.factory.

Previous Versions

V0.4.00 (20/11/2023)

- Fixed an issue in the database that was erroneously flagging duplicate patches in different files as being different.
- 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.

V0.3.00 (01/09/2023)

- External Beta release with the application now fully packaged and ready for full testing

V0.2.00 (24/07/2023)

- Internal Beta release that added library features

V0.1.00 (03/01/2023)

- Internal Beta release for internal testing

Installation and Configuration of summit.factory

summit.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.

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

Registering summit.factory

You need to register summit.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 summit.factory.

Running summit.factory

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

If you have registered summit.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.

summit.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, summit.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 summit.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 summit.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 summit.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 summit.factory alias will appear next to the original item and can be dragged to your location of choice.
- Select the summit.factory item you identified previously by clicking it once then press **Command-l** (lowercase L). The summit.factory alias will appear next to the original item and can be dragged to your location of choice.
- Click the summit.factory item once to select it, and then from the **File** menu, select **Make Alias**. The summit.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 summit.factory from a command shell (e.g. MsDOS). Simply change directory to where summit.factory is located and type the following:

> *java -jar summitfactory.jar*

The summit.factory Window

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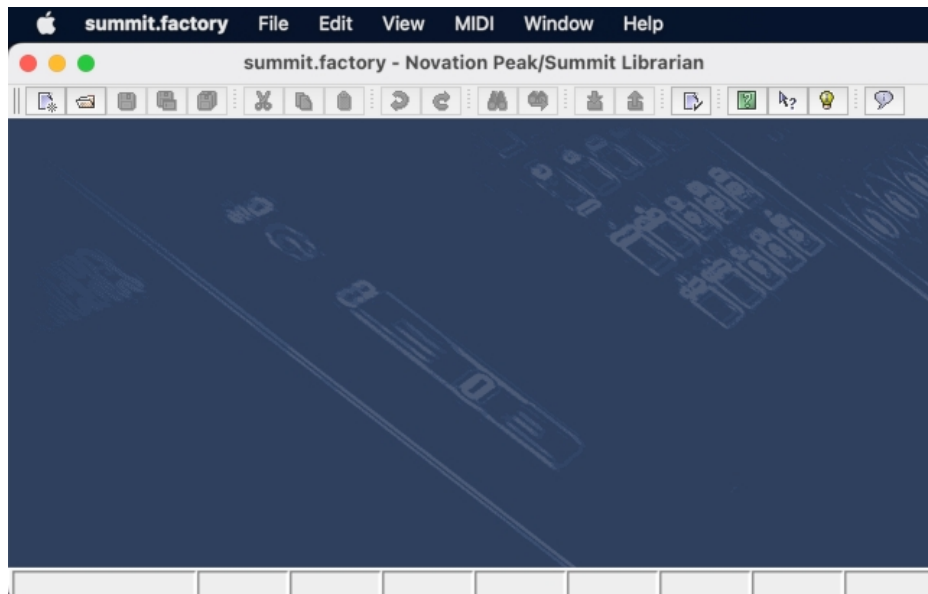
The main summit.factory window on Windows looks like this
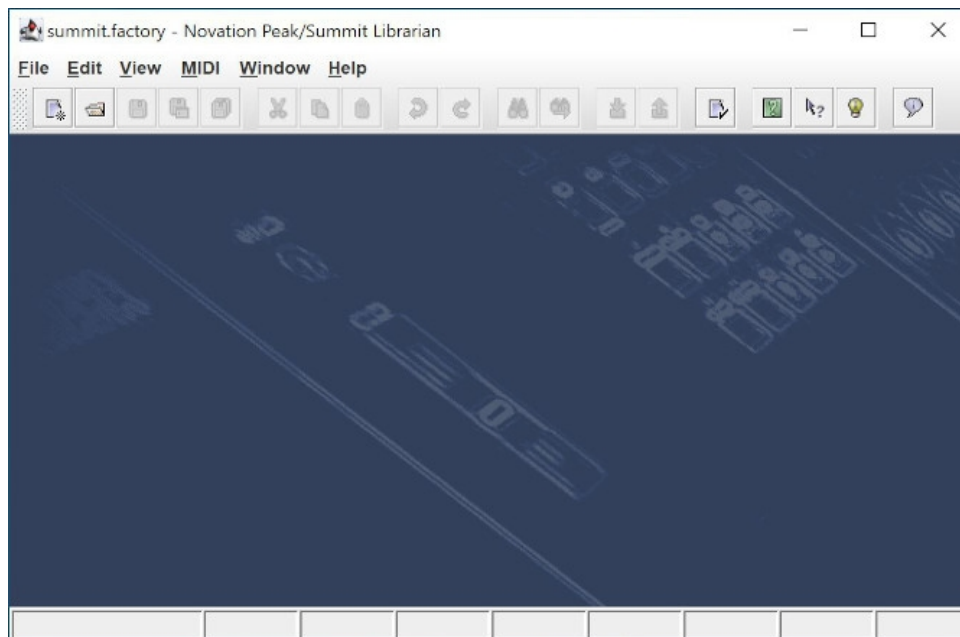
The summit.factory user interface is a Multiple Document Interface (MDI), which allows you to have more than one file open at a time.

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 summit.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.

summit.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.

- Apple Application Menu (OS X only)
- File Menu
- Edit Menu
- View Menu
- MIDI Menu
- Tools 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).
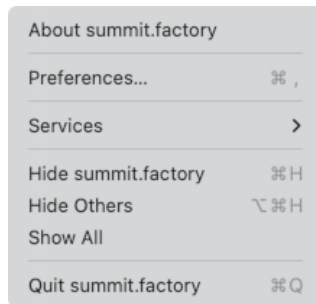
About summit.factory...

This menu provides the standard OS X application menu, with the following summit.factory specific options along with the standard OS X options for Services (none defined for summit.factory) and Window control.

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

Preferences ...

Opens the summit.factory Preferences Dialog.

Quit summit.factory

Exits the summit.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../Zenith Vol 1 GEOSynths.syx			1: Z:\..\Summit\SoundSauca\Himalaya 1.2.syx	
2: /Us../Crybo Synth Sounds/Atmospherics Summit.syx			2: Z:\..\..oundset_for_novation_peak-miksamusic.com.syx	
3: /Us../Summit/CraigZ Sounds/Profundo.syx			3: Z:\..\Summit\Mike Lewis\A Passing Storm.syx	
4: /Us../Alphacode Bank B for Summit.syx			4: Z:\..\Bank\Apex Vol 1 GEOSynths.syx	
5: /Us../Alphacode Bank A for Summit.syx			5: Z:\..\patches\000 Superpad.syx	
6: /Us../AZ9SMM~J/Alba Ecstasy - Ambient Peaks.syx			6: Z:\..\Miles Away Custom Summit Preset Bank.syx	
7: /Us../AZS Star Drive for Summit.syx			7: Z:\..\Sounds Divine\Chameleon\Chameleon.syx	
8: /Us../Synth Data/Summit/Direct SYSEX/M Bank D.syx			8: Z:\..\Peak_Cinematica LFO.Store.syx	
9: /Us../AZS Star Drive for Peak.syx			9: Z:\..\AZS Star Drive for Summit.syx	

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 px.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 px.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 px.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 px.factory window.

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

Save Workspace ...

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

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

Export to

This option brings up the following sub menu:
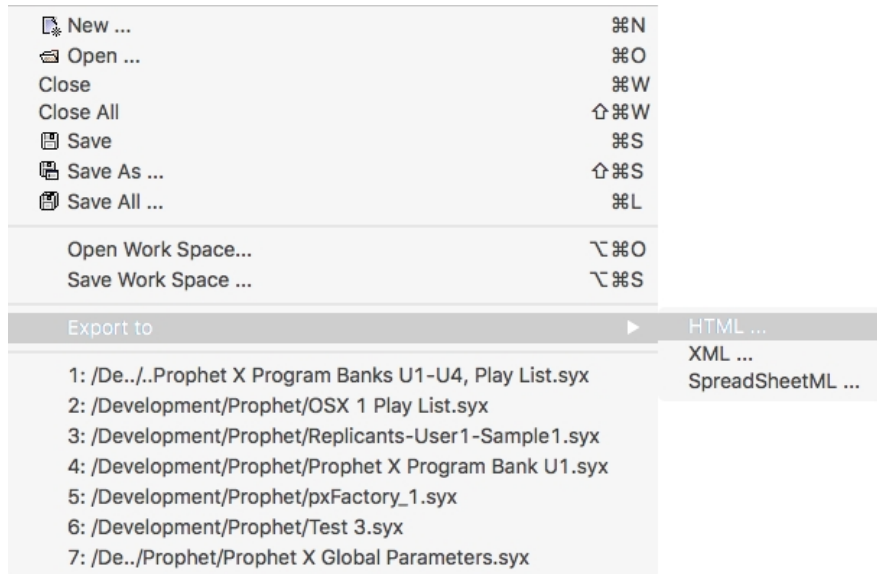
These options allow you to [Export](#) the data in the currently selected file to a variety of different formats.

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 [px.factory Application Menu](#).

Exits the px.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:

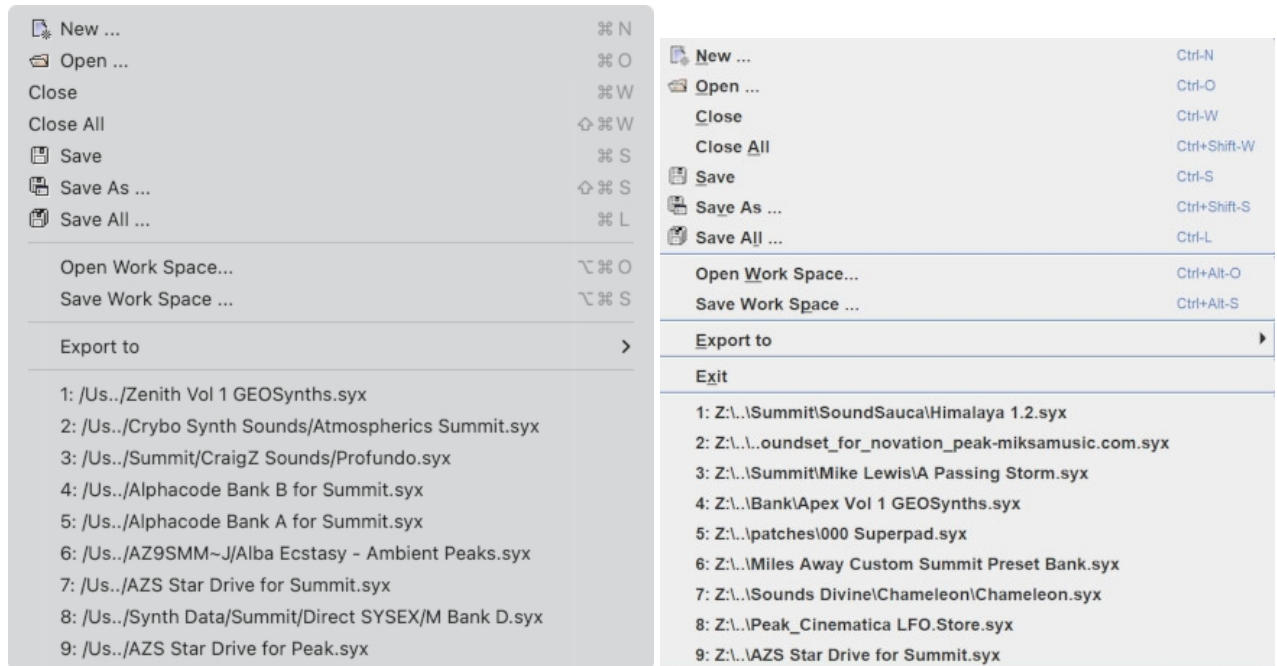|		
⟲ Undo	⌘ Z	
⟳ Redo	⌘ Y	
Clear Undo Buffer		
✂ Cut	⌘ X	
⧉ Copy	⌘ C	
▢ Paste	⌘ V	
🔍 Find ...	⌘ F	
🔍 Find Next	F3	
Find Category ...	⇧⌘ F	
Find Next Category	⇧ F3	
Goto ...	⌘ G	
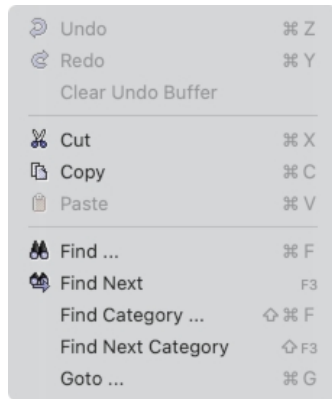
Undo

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.

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 Set List onto a Program) then this menu item is disabled.

Find ...

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

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 some of the options change depending on whether or not the Child Window is split.

The **View** menu provides the following options upon PC:

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.

Tool Bar

When checked the summit.factory Tool Bar is visible.

Status Bar

When checked the summit.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 [summit.factory Application Menu](#).

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

The MIDI Menu

Note: The MIDI option is only visible if you have registered px.factory and enabled MIDI support in the MIDI Preferences Tab in the Preferences Dialog.

The MIDI menu provides the following options:

```
品  Import Summit Synthesizer Data from MIDI
血  Export Summit Synthesizer Data to MIDI

    Summit MIDI Router...                    F12

    MIDI Preferences ...
```

Import Peak/Summit Synthesizer From MIDI

Imports Patches and Multis (Summit only) from the Peak/Summit via MIDI to the currently selected Window.

Export Peak/Summit Synthesizer Data to MIDI

Exports Patches and Multis (Summit only) to the Peak/Summit via MIDI from the currently selected Window.

MIDI Router ...
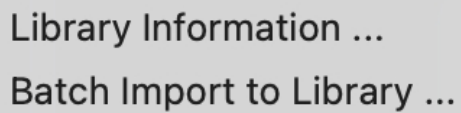
Opens the MIDI Router Dialog which allows you to use another keyboard to audition Peak/Summit Data.

MIDI Preferences ...

Opens the Preferences Dialog with the MIDI Preferences Tab active.

The Tools Menu

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

Library Information ...

Batch Import to Library ...

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

Library Information ...

Opens the [Library Statistics](#) dialog.

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

Batch Import to Library ...

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

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

The Window Menu

The **Window** menu provides the following options:
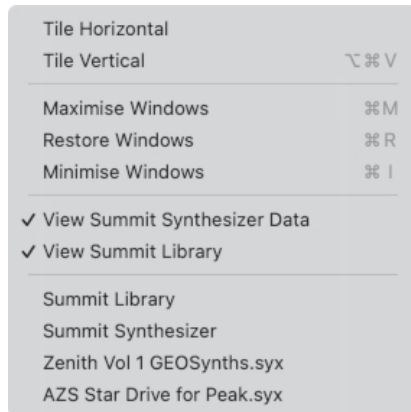
In the example given above, you'll see that after the predefined menu options there are menu options that allow you to select the windows currently open within px.factory.

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.

View Peak/Summit Synthesizer Data

Opens or closes the [Peak/Summit Synthesizer Window](#) which provides a view on preset and user DX synth data.

View Peak/Summit Library

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

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

The Help Menu

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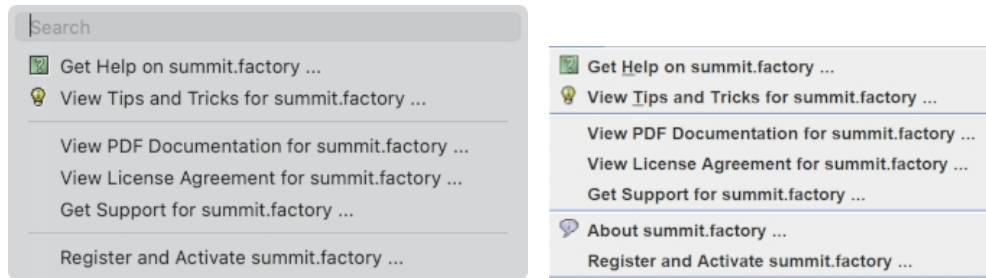
Search

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

Get Help on summit.factory ...

Displays the summit.factory Online Help system.

View Tips and Tricks for summit.factory ...

Displays the summit.factory Tips and Tricks Dialog.

View PDF Documentation for summit.factory ...

Displays the PDF documentation for summit.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 summit.factory ...

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

View License Agreement for summit.factory ...

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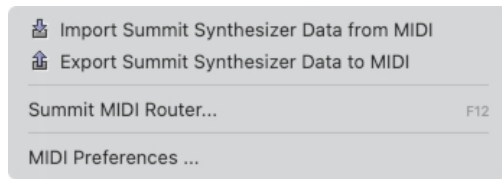
About summit.factory ...

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

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

Register and Activate summit.factory ...

Displays the summit.factory registration and activation Dialog.

See the Registration Section for details of how to register summit.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 Set List onto a Patch) 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

Imports Patches/Multis/System Settings from the Peak/Summit via the MIDI interface

Exports Patches/Multis/System Settings to the Peak/Summit via the MIDI interface

Displays the Preferences dialog where you can configure summit.factory

Displays the summit.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 summit.factory is Registered.

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 Summit 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, each showing different views.
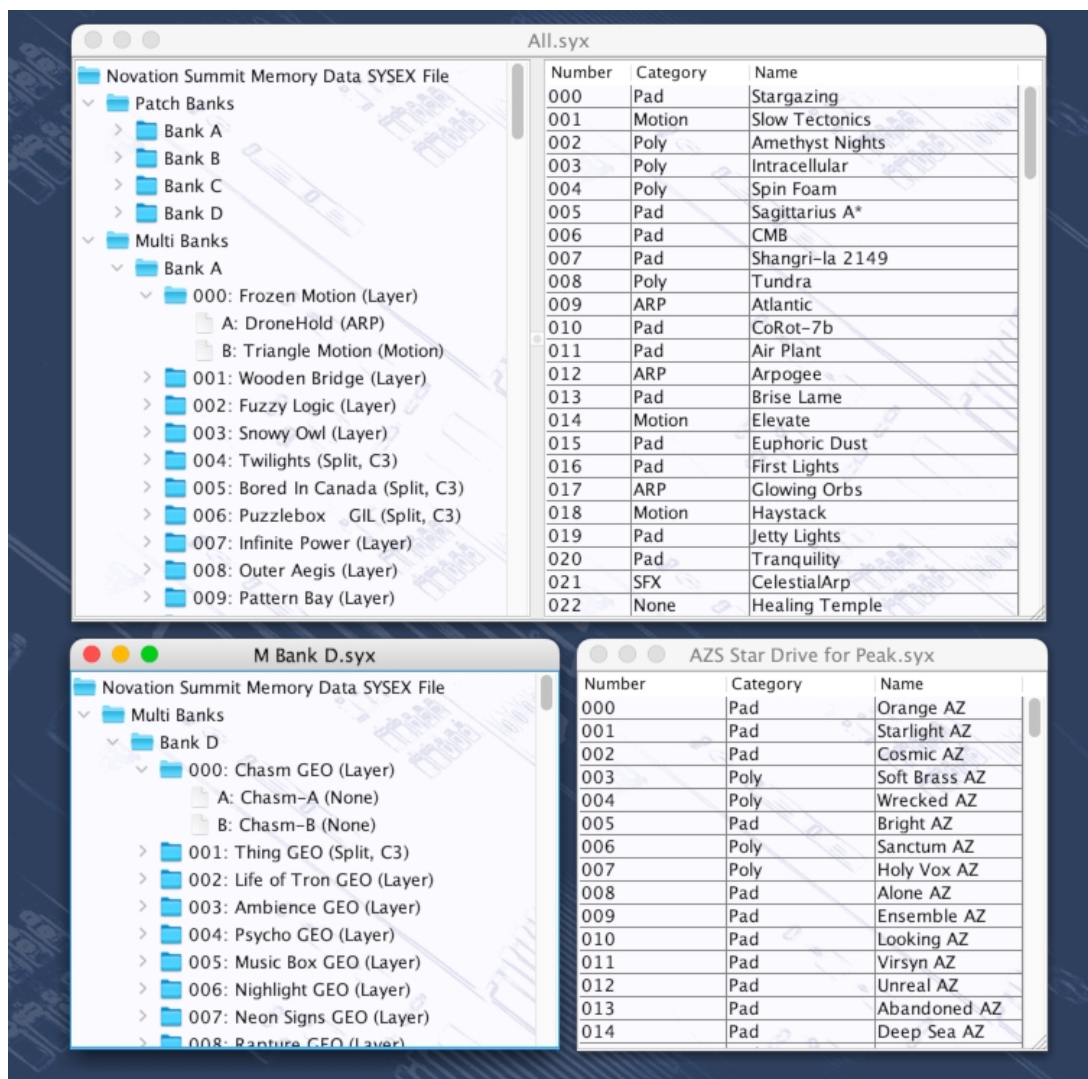
The [Window Menu](#) provides menu options to:

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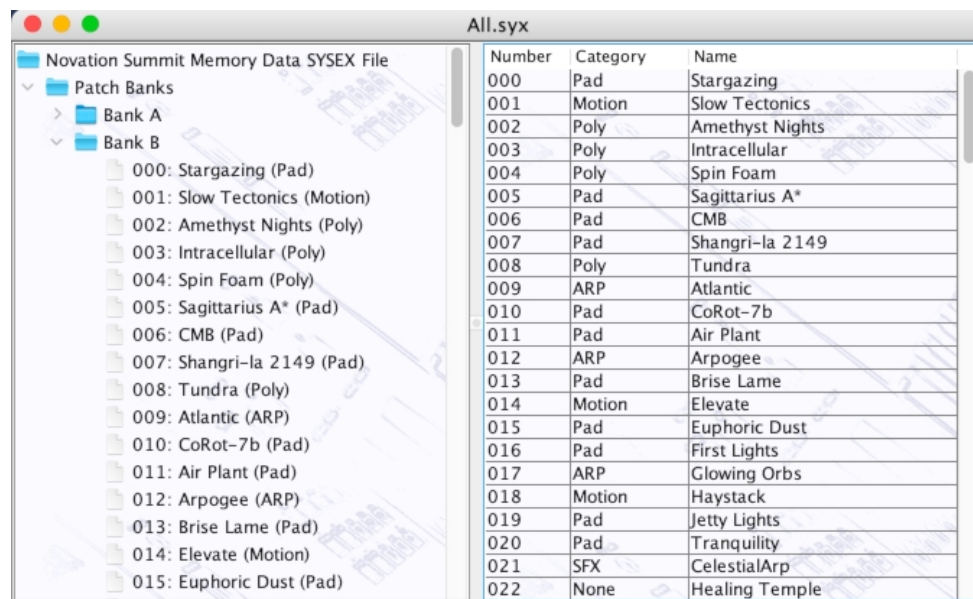
The Tree and Table views support drag move and drag copy operations, and the views will automatically scroll whilst drag operations are in progress.

Tree View

The **Tree View** shows the file 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 showing Patch Bank A, and one showing Multi Bank A with Multi 001 expanded to show the Layers within the Multi.
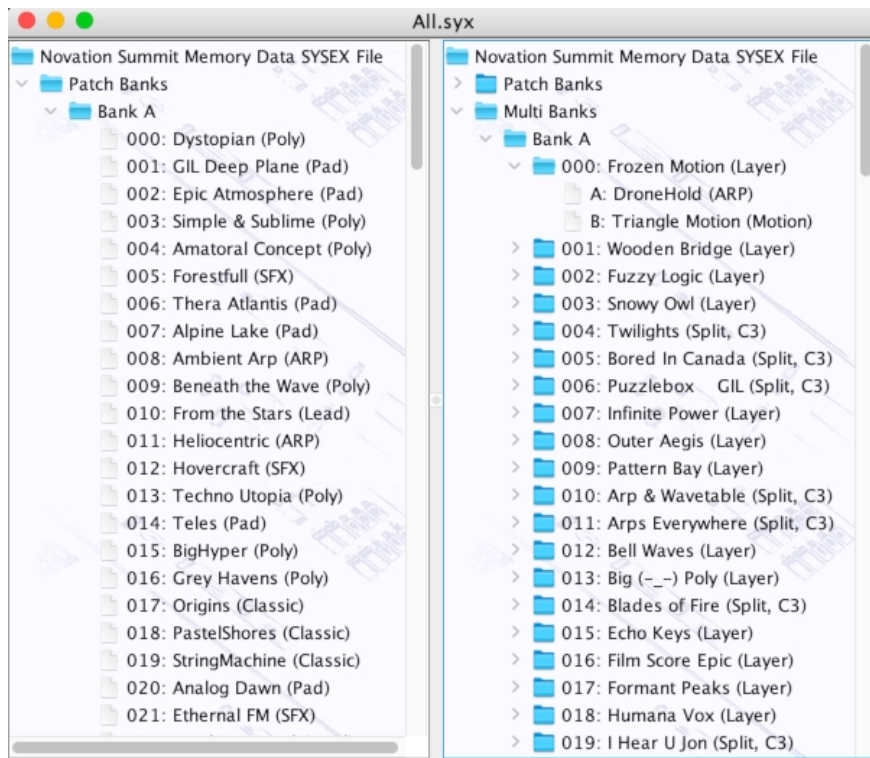
Basically, information is shown as a set of hierarchical **Objects**. Objects may have children attached to them, and they themselves may have further child Objects (e.g. a Multi Object, has a child Objects for all of its Layers).

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 two colours:

- Black if the Object has data in it.
- Red if the Object is "empty" (.g. a Patch Collection).

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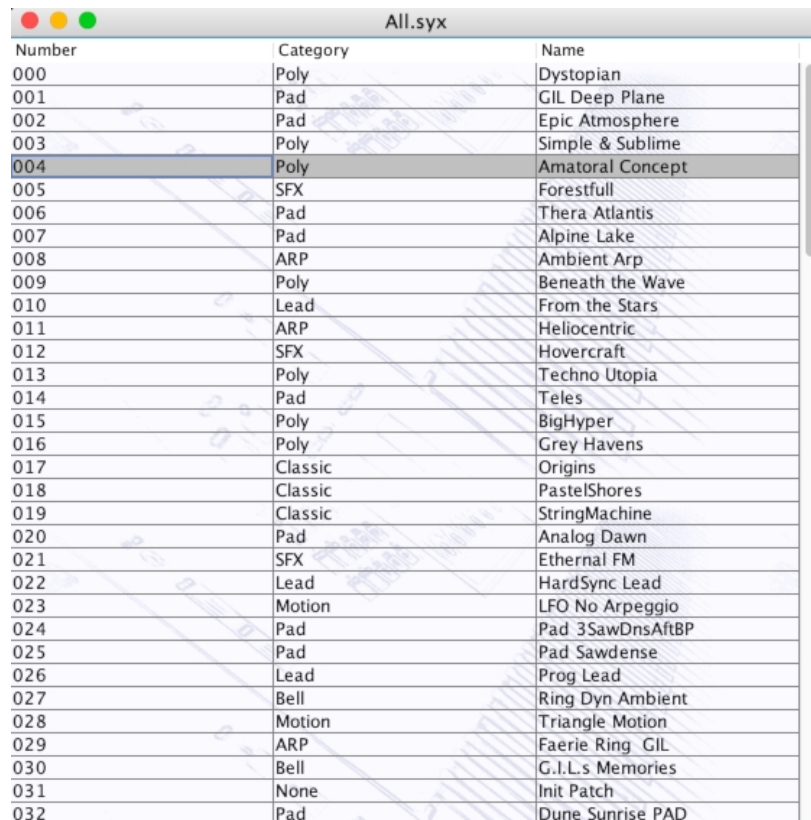
If you wish to perform an operation upon all Objects in a Collection, simply select the Collection containing the Objects.

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 Patches in one of the Patch 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 Patch Bank A, but a selection is being made via the menu to change to the Patch Bank B Bank.

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

Peak/Summit Synthesizer Window

The Peak/Summit Synthesizer Data Window is made visible by ensuring the **View Peak/Summit Synthesizer Data** option in the [Window Menu](#) is checked.
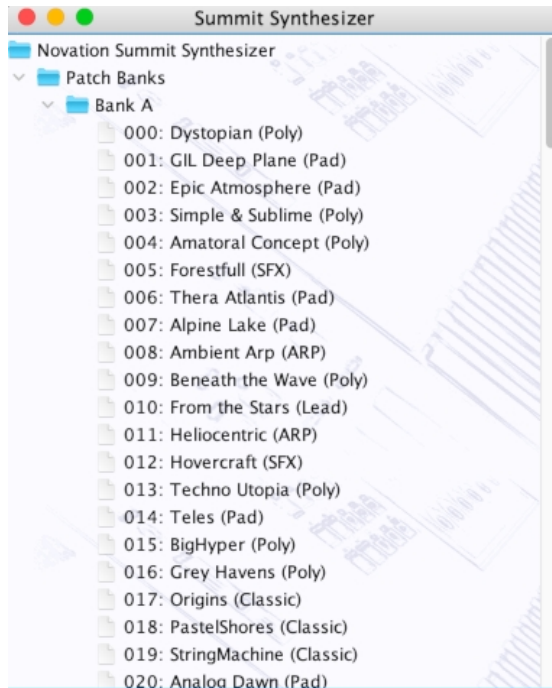
This Child Window is a special View that shows the Peak/Summit data that has been imported and exported.

The purpose of this windows is to allow drag and drop transfers of Patches and Multis between summit.factory and the Peak/Summit via the [MIDI Interface](#).

And it allows you to import and manipulate Peak/Summit data without creating SYSEX files, if you wish to make a quick edit. If you edit data in this window then if the **Automatically Update Peak/Summit After Synth Window Edit** option is ticked in the [MIDI Preferences](#) tab in the [Preferences](#) Dialog

Summit Library Window

Note: This Window can only be opened if you have registered summit.factory.

The Summit Library Data Window is made visible by ensuring that the **View Summit Library** option in the Window Menu is checked.

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

Like the standard Table View, you can select the view of type of objects that you wish to view (e.g. Patch or Multis, 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.

Summit 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 Patch or Multis have the **Type** Column.

Category	The Category of a Patch. This column is not shown when the Multi view is selected.
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 or Mode	The type of the Patch; either Peak or Summit, or the Mode of a Summit Multi.
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 summit.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 patches 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

You can export a Patch or Multi by right clicking over it and select the **Export to Peak/Summit Edit Buffer** option. Alternatively you can double click or triple click the Patch or Multi in a field that is not editable and this will also export the object. The triple click action will also open the MIDI Router.

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

This, for example, allows you use the cursor keys to move though the library Patches or Multis 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 Patch or Multi 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 patches with a name that contains the phrase "Fred", combined with a category filter for "pads", combined with a type filter for AWM patches, 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 pattons 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

/Users/derek/.../All.syx	SYSEX File	Modified					Patch Bank A	Multi Bank B

The Status Bar provides the following pieces of information (from left to right) for the <u>Child Window</u> 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 (Patches, Multis, etc.)
- If the right/bottom split pane is a table this indicator identifies what the table is showing (Patches, Multis, etc.)

/Users/derek/.../All.syx	SYSEX File	Modified					Patch Bank A	Multi Bank B

summit.factory Program Features

summit.factory provides the following features:

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

File Operations

summit.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:
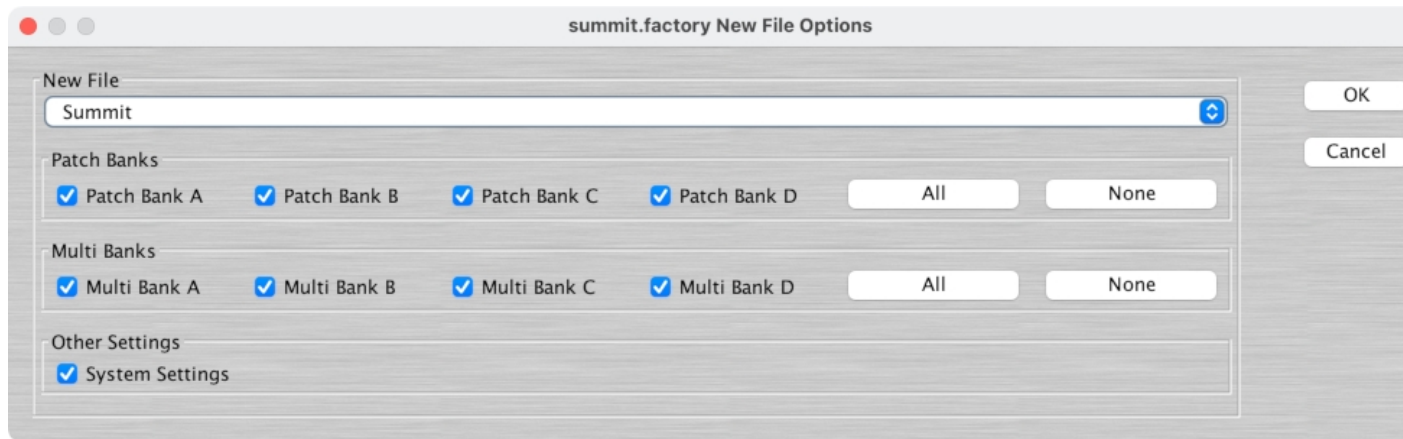
This dialog allows you to select what banks are created in the file from the following:

- Patch Bank A
- Patch Bank B
- Patch Bank C
- Patch Bank D
- Multi Bank A (Available when the Synth Type is set to Summit)
- Multi Bank B (Available when the Synth Type is set to Summit)
- Multi Bank C (Available when the Synth Type is set to Summit)
- Multi Bank D (Available when the Synth Type is set to Summit)
- Settings

The **All** or **None** buttons allow to set or clear all banks in one operation.

The initial values for these settings are setup in the [New File Default Preferences](#) Tab in the [Preferences](#) Dialog.

The new data file is given a name in the form of "summitFactory_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.
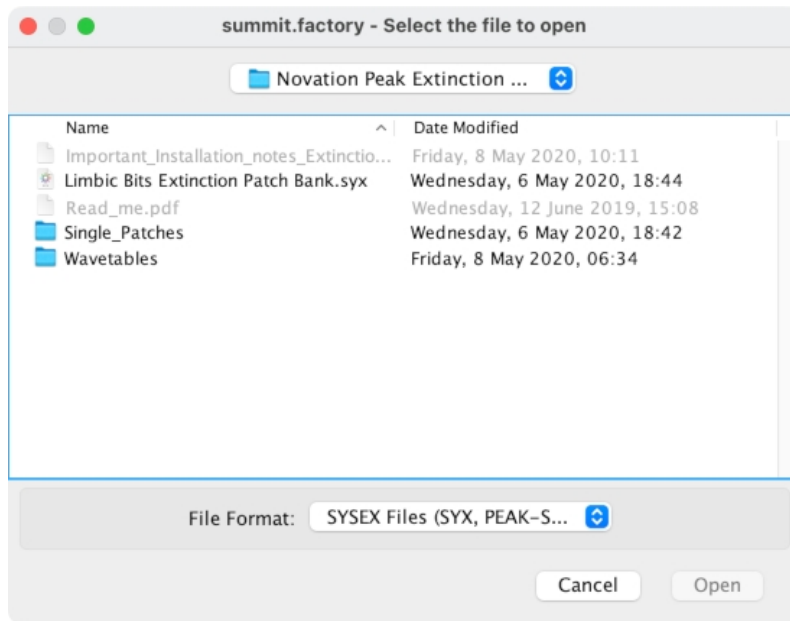
summit.factory checks to ensure that the selected file contains valid Peak/Summit formatted data, and an error dialog will appear if the file is not valid.

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

Save Open Files

The saving of files is only available if summit.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.
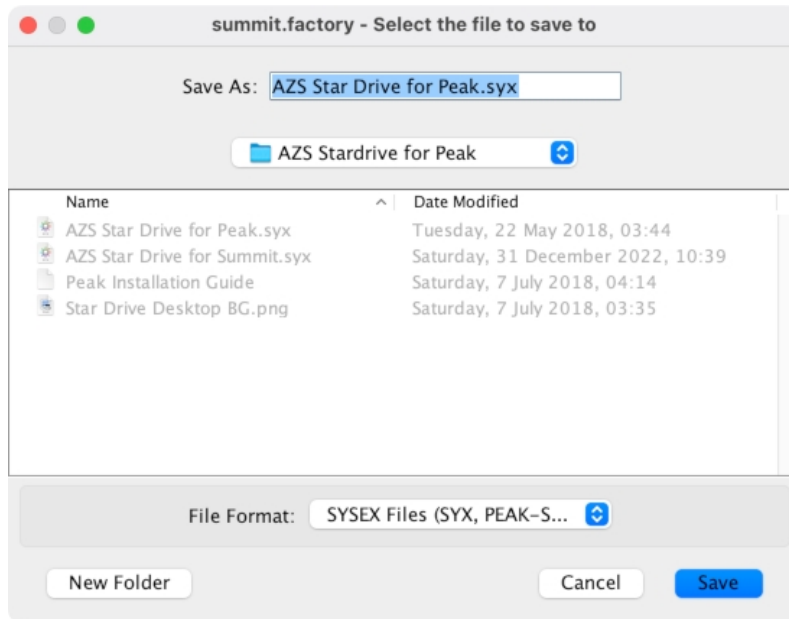
Workspaces

summit.factory allows you to save the current size and position of the main summit.factory window, and the arrangement of the open Child Windows within summit.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

Export Data

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

- [HTML](#)
- [XML](#)
- [SpreadSheetML](#)

HTML ...

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

XML ...

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

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

SpreadSheetML ...

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

This export option is intended to provide a means of importing Peak/Summit data into either Microsoft Word or Excel, which is a great way to start documenting your program collections.

Undo Buffer

summit.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 Play List onto a Patch
- You cannot paste ten Patches at the end of a Patch Collection if the selection is at Patch 118 or higher

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

summit.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!

MIDI Support

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

Configuring MIDI Support

To configure MIDI support, 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 Peak/Summit is connected
- **MIDI Channel** should match the Peak/Summit **MIDI Channel** Global Parameters Setting

If the Device Number on the Peak/Summit is set to **ALL** then it will accept data for any Device.

You can check that these settings work by pressing the **Test Peak/Summit MIDI Settings** button. When you press this button a test message is sent to the Peak/Summit 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 Play Lists then you can exclude them from the bulk transfers by clearing the **Include Play Lists in Bulk Transfer** checkbox
- If you wish for summit.factory to always read the Peak/Summit Program/Play Lists on startup then check the **Read Peak/Summit MIDI Data on Startup** checkbox
- If you wish for changes made to the Peak/Summit Synthesizer Window to be automatically written to the Peak/Summit then check the **Automatically Update Peak/Summit after Synth Window Edit** checkbox

The **Transmit Buffer Size**, **Transmit Delay Between Buffers** and **Transmit Delay Between Objects** values define how summit.factory sends data to the Peak/Summit by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value. When summit.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 performance. 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: In 2006 I upgraded to a MOTU interface and ran into problems with MIDI export until I altered the x.factory MIDI functions to send messages in small chunks defined by the above parameters!

Copying/Moving Programs and Play Lists

In operation, using MIDI is quite straightforward.

You can get all the Peak/Summit Programs/Play Lists into any [Child Window](#) (including the [Peak/Summit Synthesizer](#) Window) by selecting the **Import from MIDI** option on the [MIDI Menu](#), or the ⬆ button on the [Tool Bar](#).

This imports all Programs, and all Play Lists if you have set the [MIDI Preferences](#) options to include Play Lists during the bulk transfers.

Similarly you can also export all Programs and Play Lists 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 [Peak/Summit Synthesizer](#) Window is also updated with the Programs/Play Lists being imported/exported.

And you can also [move/copy](#) Programs/Play Lists between the [Peak/Summit Synthesizer](#) Window and [Child Window](#) using drag and drop.

You can also import/export a Program or Play List to/from the Peak/Summit Edit Buffer by selecting a single Program/Play List and selecting the import/export to/from Peak/Summit Edit Buffer options from the Program's or Play List's Context Sensitive Menu. You can also use the [keyboard shortcuts](#) for doing this

Exporting Programs from summit.factory to the Peak/Summit Edit Buffer is really handy, for example, when trying to find a particular Program in a file and you don't wish to load it into the Peak/Summit.

Finally you can also perform all the operations on Programs/Play Lists in the [Peak/Summit Synthesizer](#) Window that you can upon Programs/Play Lists in a normal [Child Window](#).

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

So you may wish to turn the **Automatically Update Peak/Summit 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 summit.factory with changes still present in the [Peak/Summit Synthesizer](#) Window that have not been exported, then you will be asked if you wish to export the data or not.

MIDI Keyboard Routing

summit.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 summit.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 Peak/Summit sounds that you've sent from summit.factory to the Peak/Summit edit buffer.

You access this feature by selecting the **Peak/Summit MIDI Router ...** option in the [MIDI Menu](#) or by pressing the **F12** function key whenever you need it, which activates the following dialog.
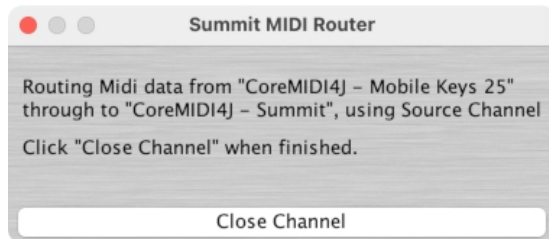
The router uses the MIDI channel defined in the [MIDI Preferences](#) dialog This can either be the channel transmitted by the source device, or the specified channel.

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 summit.factory Library, your copy of summit.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.

- Patches
- Multis

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 Summit Library Window.
- Using the copy and paste functions of the Clipboard.

Please note that you can only **Drag Copy** Objects to the Summit Library Window; you cannot **Drag Move** them.

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 Summit Library Window to a file.
- Using the copy and paste functions of the Clipboard to copy an object from the Summit Library Window and paste it to a destination file.

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 Patches and Multis From The Library to the Summit

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

You can also Drag Copy an Object or Selection of Objects from the the Summit Library Window to the Summit Synth Window.

If you check the **Automatically Export Selected Item** option, then when you select a Patch or Multi it is automatically exported to the Peak/Summit 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.

You can also double click on a Patch or Multi in the Library Window, and this will export the Patch or Multi to the Peak/Summit Edit Buffer. A triple click performs the same action and also opens the MIDI Router.

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

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

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 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 summit.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 summit.factory wild card support is the Perl Regular Expression Syntax. Rather than try and write up this powerful syntax myself into the summit.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 Voices in a file (assuming all Voices have been assigned a category). Note: only some Objects (such as Voices and Performances) have a category value.
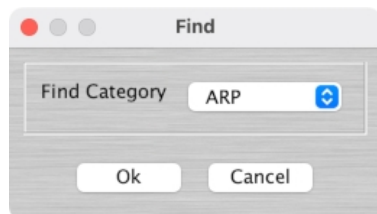
Simply select the Category from the "Find Category" combo box that you wish to search for, and that's all there is to it.

Goto Dialog

Selecting this option on the on the Edit Menu brings up the **Goto** Dialog
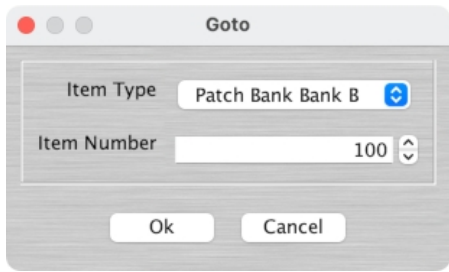
Item Type	The type of Object to go to
	• The list of types of Objects that can be selected depends upon the contents of the file. • If a Table View is selected then you can only go the type of objects shown by the Table
Item Number	The number of the Object to go to.

Editing Features

summit.factory supports the following editing features:

- General Editing Features
- Synth Editing Features
- Program Editing Features
- Multi Editing Features
- Settings Editing Features

General Editing Features

summit.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

Copy/Move Object

summit.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 Patch from location 1 to location 4)
- Moving an Object to a new Parent Collection (e.g. moving a Patch 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 Patches, but not Patches and Play Lists together.

summit.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 Patch onto a Play List)
- Drag image: A simple pictorial representation of what is being dragged
- Drop Point: summit.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 Patch within a Patch bank), 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 Patch over a Patch Collection) 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:

Only one Object can be selected for renaming.

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

When renaming Peak/Summit Patches, you have the option to both edit the name and change the Patch Category. For Summit Multis, a Mulit does not have a category but you can edit the name and category for each of the two Multi Layers

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 (for Patches and Multi Layers), 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 Patches at location 10, select Patches 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 Patch Collection can only contain 128 Patches, so if two Patches are inserted into the Collection then two Patches 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 Patches at location 10, select Multis 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 Patch Bank Collection must contain 128 Patches, so if two Patches are deleted from the Collection then two Patches 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 **Patch Sensitive Menu** for the Collection that you wish to sort (e.g. a Patch Bank Collection to sort Programs).

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 **Category** column headers.

Synth Editing Features

summit.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. Patch Banks, Multi Banks, etc.) then this menu will be present allowing you to add in the items that are not present
- [Import From Peak/Summit Memory](#)
- [Export To Peak/Summit Memory](#) (only available if summit.factory is [registered](#))

Import from Peak/Summit Memory

Imports Patches, Multis and System Settings from the Peak/Summit Memory locations into the currently selected [Child Window](#).

If a data object does not existing in the file then it is not imported. Multis and System Settings will be ignored unless the relevant options in the [MIDI Preferences](#) dialog are checked.

Export to Peak/Summit Memory

Exports Patches, Multis and System Settings from the currently selected [Child Window](#) to the Peak/Summit Memory locations.

If a data object does not existing in the file then it is not exported. Multis and System Settings will be ignored unless the relevant options in the [MIDI Preferences](#) dialog are checked.

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](#).

Patch Editing Features

Patch Bank Collection Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Delete](#)
- Add Patch Bank - if there are unused banks within the file, then the unused bank names are presented as sub menu items for selection to create a new bank
- [Import From Peak/Summit Memory](#)
- [Export To Peak/Summit Memory](#) (only available if summit.factory is [registered](#))
- [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 **Patch Collection** to activate the **Patch Collection's** Context Sensitive Menu.

Patch Bank Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- Renumber - if there are unused banks within the file, then the unused bank numbers are presented as sub menu items for selection to allow this bank to be renumbered
- [Delete](#)
- [Sort by Name](#)
- [Import From Peak/Summit Memory](#)
- [Export To Peak/Summit Memory](#) (only available if summit.factory is [registered](#))
- [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 **Patch Collection** to activate the **Patch Collection's** Context Sensitive Menu.

Patch Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Import From Peak/Summit Memory](#)
- [Export To Peak/Summit Memory](#) (only available if summit.factory is [registered](#))
- [Import from Peak/Summit Edit Buffer](#)
- [Export to Peak/Summit Edit Buffer](#) (only if available summit.factory is [registered](#))
- [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 **Patch** or selection of **Patchs** to activate the **Patch's** Context Sensitive Menu.

Import from Peak/Summit Memory

Imports Patches from the Peak/Summit Memory locations into the currently selected [Child Window](#).

Export to Peak/Summit Memory

Exports Patchs from the currently selected [Child Window](#) to the Peak/Summit Memory locations.

Import from Peak/Summit Edit Buffer

Imports the Patch currently in the Peak/Summit Edit Buffer (i.e. the currently selected Patch on the Peak/Summit) into the Patch currently selected within the active [Child Window](#).

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

Export to Peak/Summit Edit Buffer

Exports the Patch currently selected within the active [Child Window](#) to the Peak/SummitPropht X Edit Buffer.

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

Multi editing options are only available in Summit SYSEX files, and the MIDI options are only available if the Synth Type in the [MIDI Preferences](#) tab in the [Preferences](#) Dialog is set to Summit.

Multi Editing Features

Multi Bank Collection Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Delete](#)
- Add Multi Bank - if there are unused banks within the file, then the unused bank names are presented as sub menu items for selection to create a new bank
- [Import From Summit Memory](#)
- [Export To Summit Memory](#) (only available if summit.factory is [registered](#))
- [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 **Multi Collection** to activate the **Multi Collection's** Context Sensitive Menu.

Multi Bank Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- Renumber - if there are unused banks within the file, then the unused bank numbers are presented as sub menu items for selection to allow this bank to be renumbered
- [Delete](#)
- [Sort by Name](#)
- [Import From Summit Memory](#)
- [Export To Summit Memory](#) (only available if summit.factory is [registered](#))
- [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 **Multi Collection** to activate the **Multi Collection's** Context Sensitive Menu.

Multi Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Import From Summit Memory](#)
- [Export To Summit Memory](#) (only available if summit.factory is [registered](#))
- [Import from Summit Edit Buffer](#)
- [Export to Summit Edit Buffer](#) (only if available summit.factory is [registered](#))
- [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 **Multi** or selection of **Multis** to activate the **Multi's** Context Sensitive Menu.

Multi Layer Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Import from Summit Edit Buffer](#)
- [Export to Summit Edit Buffer](#) (only if available summit.factory is [registered](#))
- [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 **Multi** or selection of **Multis** to activate the **Multi's** Context Sensitive Menu.

A Multi Layer is a Patch, so Drag and Drop also works between Patches and Multi Layers.

Import from Summit Memory

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

Export to Summit Memory

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

Import from Summit Edit Buffer

Imports the Multi currently in the Summit Edit Buffer (i.e. the currently selected Multi on the Summit) into the Multi currently selected within the active [Child Window](#).

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

Export to Summit Edit Buffer

Exports the Multi currently selected within the active [Child Window](#) to the SummitPropht X Edit Buffer.

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

System Settings Editing Features

px.factory supports the following editing operations upon the **System Settings Object** 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 **System Settings Object** to activate the **System Settings Object's** Context Sensitive Menu.

Library Statistics

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

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

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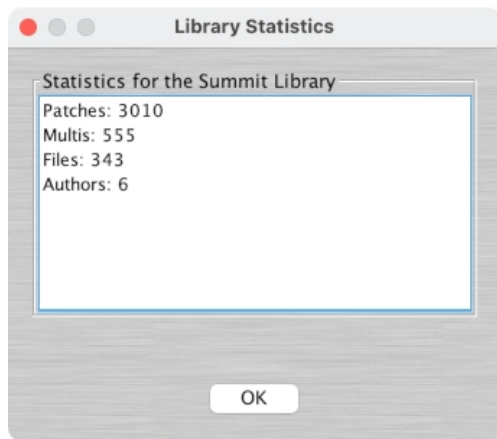
Batch Import To Library

The Batch Import To Library Wizard is found on the Tools menu.

This feature is only available if your copy of summit.factory is registered.

The Batch Import To Library Wizard provides a means for you to import several Peak/Summit 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
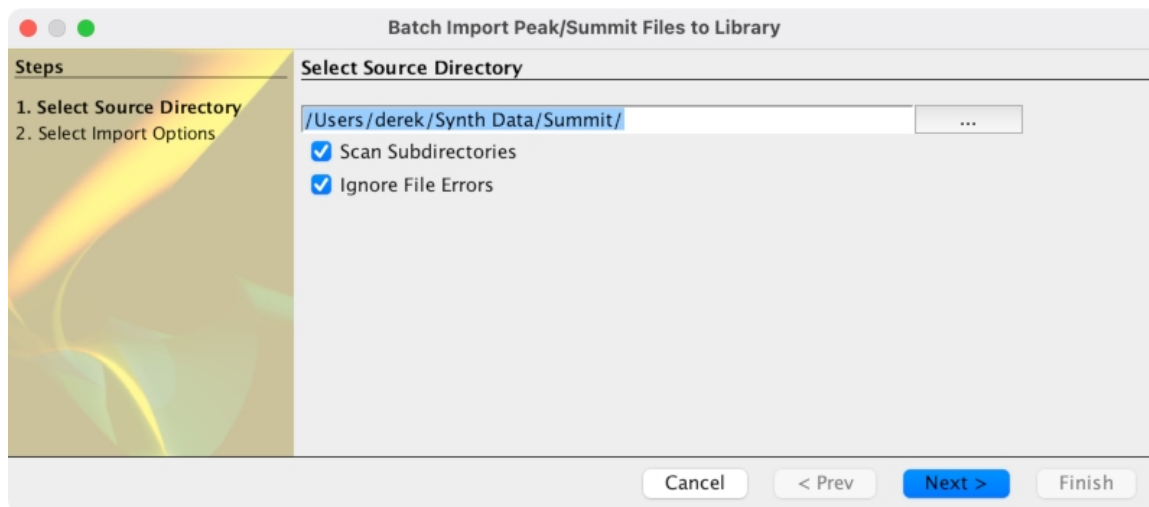
This page has the following options

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: • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library
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: • 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 Peak/Summit file takes about 10 seconds, so if you have a lot of files to import, be prepared to leave the importer running for a while! The import of a file will be slower if you have a large library as summit.factory needs to check for duplicate data, so the larger the library the more data the batch importer has to search.

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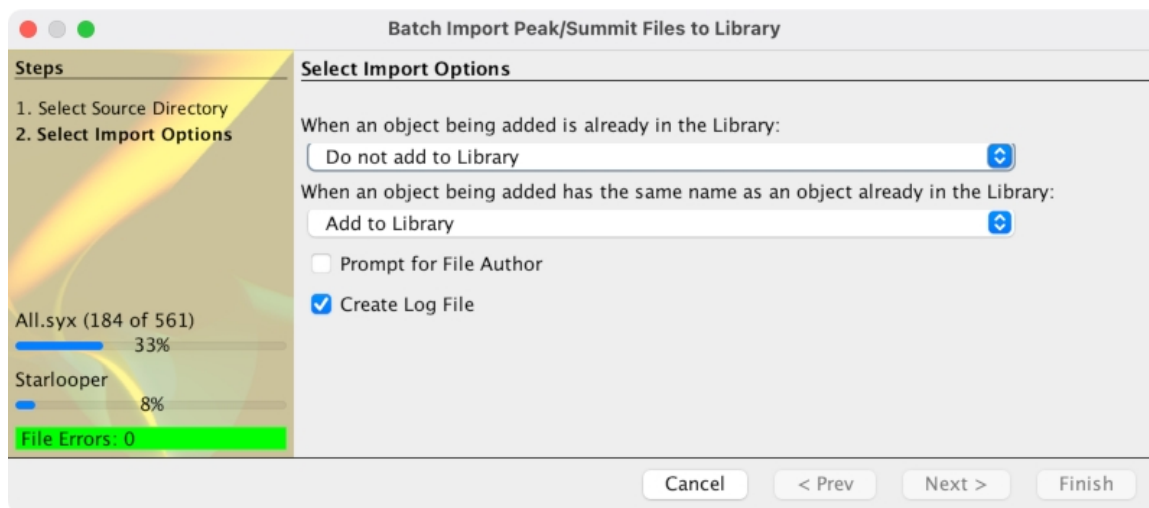
There is a progress bar that shows the progress for all the files that the importer has detected, and a progress bar for the objects in the file currently being imported.

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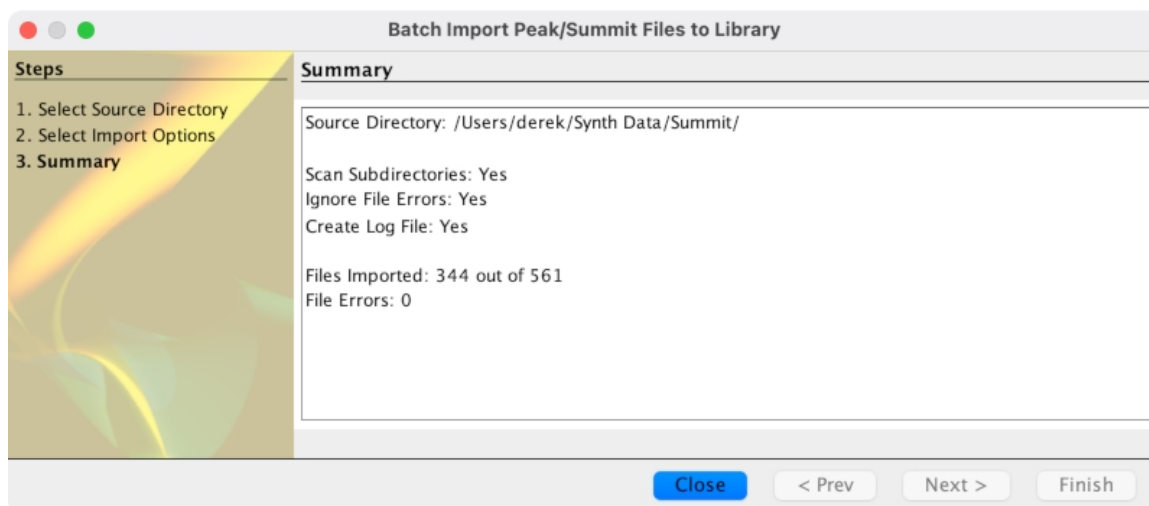
The Wizard can be dismissed by clicking the **Close** button.

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 summit.factory preferences are accessed via the **Preferences ...** option on the [View](#) menu or the [summit.factory Application Menu](#) on OS X, or the ⮂ button on the [Toolbar](#).

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

- [New File Preferences](#)
- [Check Preferences](#)
- [Default View Preferences](#)
- [Summit MIDI Preferences](#)
- [Library Preferences](#)
- [Miscellaneous Preferences](#)

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

New File Default Preferences

The New File Default Preferences tab is shown below:
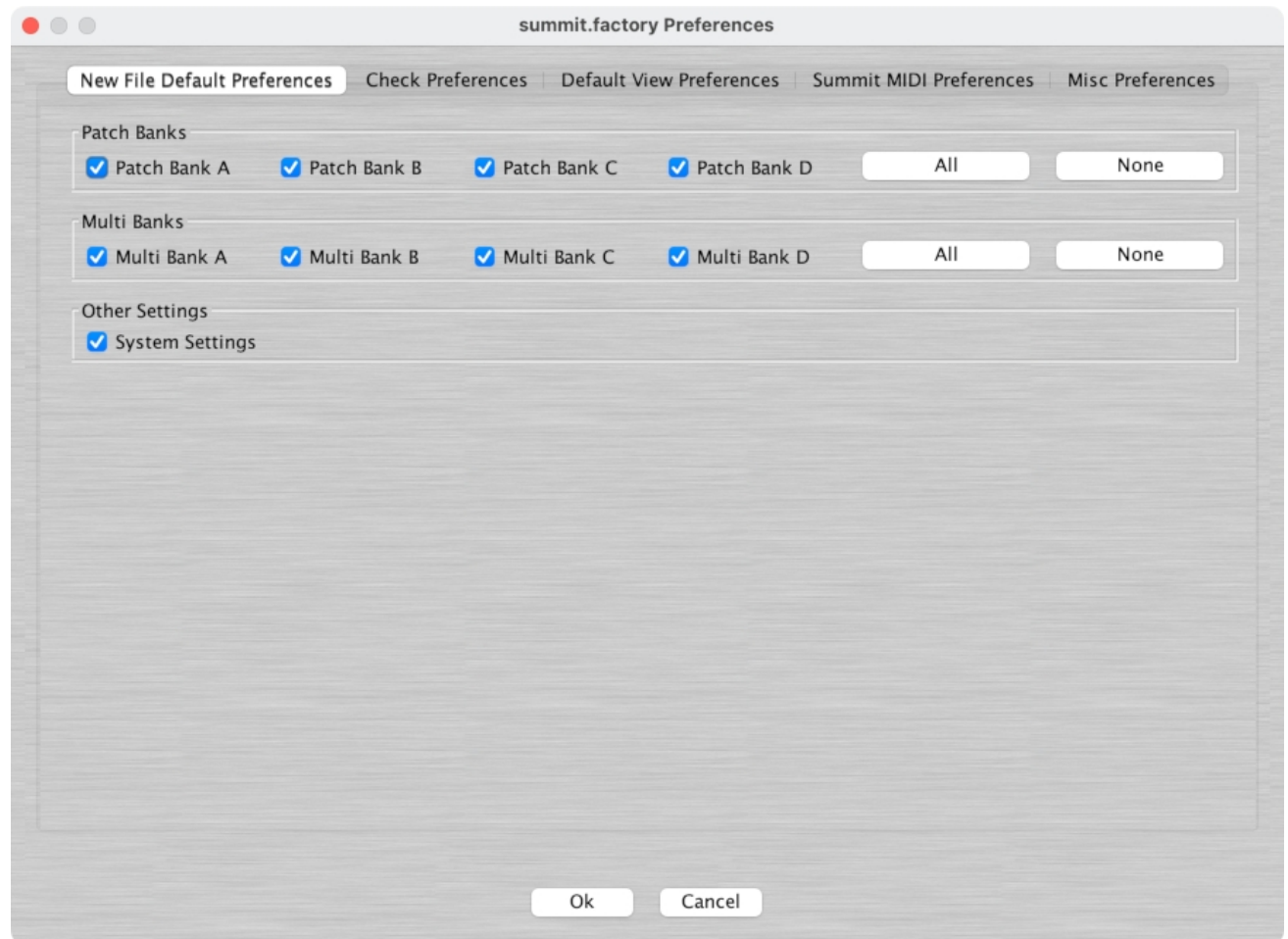
This tab has the following options, with the **Multi Bank** options only being visible if the **Device Type** setting in theÂ MIDI Preferences tab in the Preferences Dialog is set to Summit

Patch Bank A	When checked the **Patch Bank A** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Patch Bank B	When checked the **Patch Bank B** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Patch Bank C	When checked the **Patch Bank C** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Patch Bank D	When checked the **Patch Bank D** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
All	Selects all Patch Bank options in one operation.
None	Clears all Patch Bank options in one operation.
Multi Bank A	When checked the **Multi Bank A** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Multi Bank B	When checked the **Multi Bank B** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Multi Bank C	When checked the **Multi Bank C** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
Multi Bank D	When checked the **Multi Bank D** checkbox in the New File Dialog will be initially checked when the Dialog is opened.
All	Selects all Multi Bank options in one operation.
None	Clears all Multi Bank options in one operation.
System Settings	When checked the **System Settings** checkbox in the New File Dialog will be initially checked when the Dialog is opened.

Check Preferences

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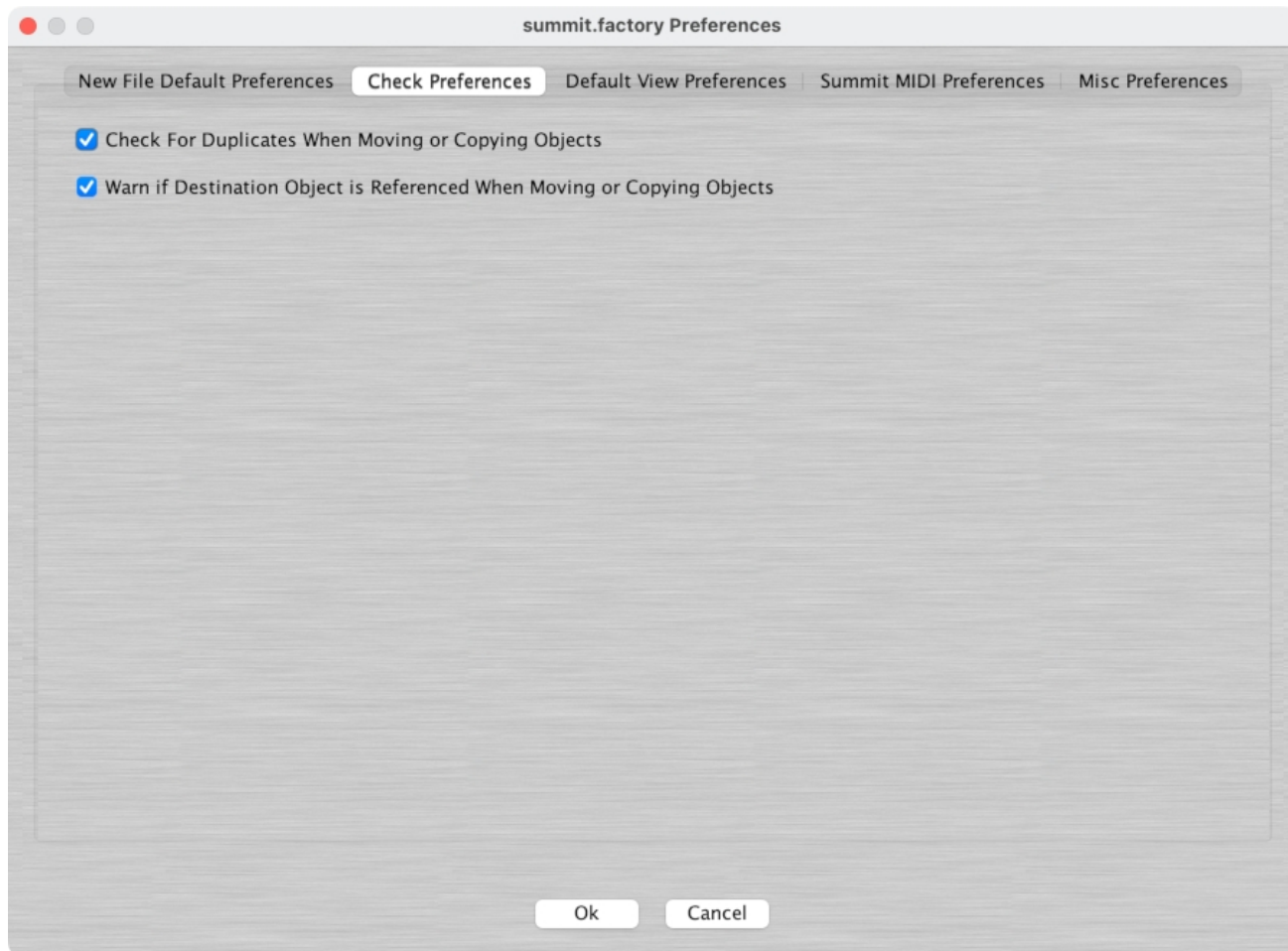
This tab has the following options:

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.

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
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.

MIDI Preferences

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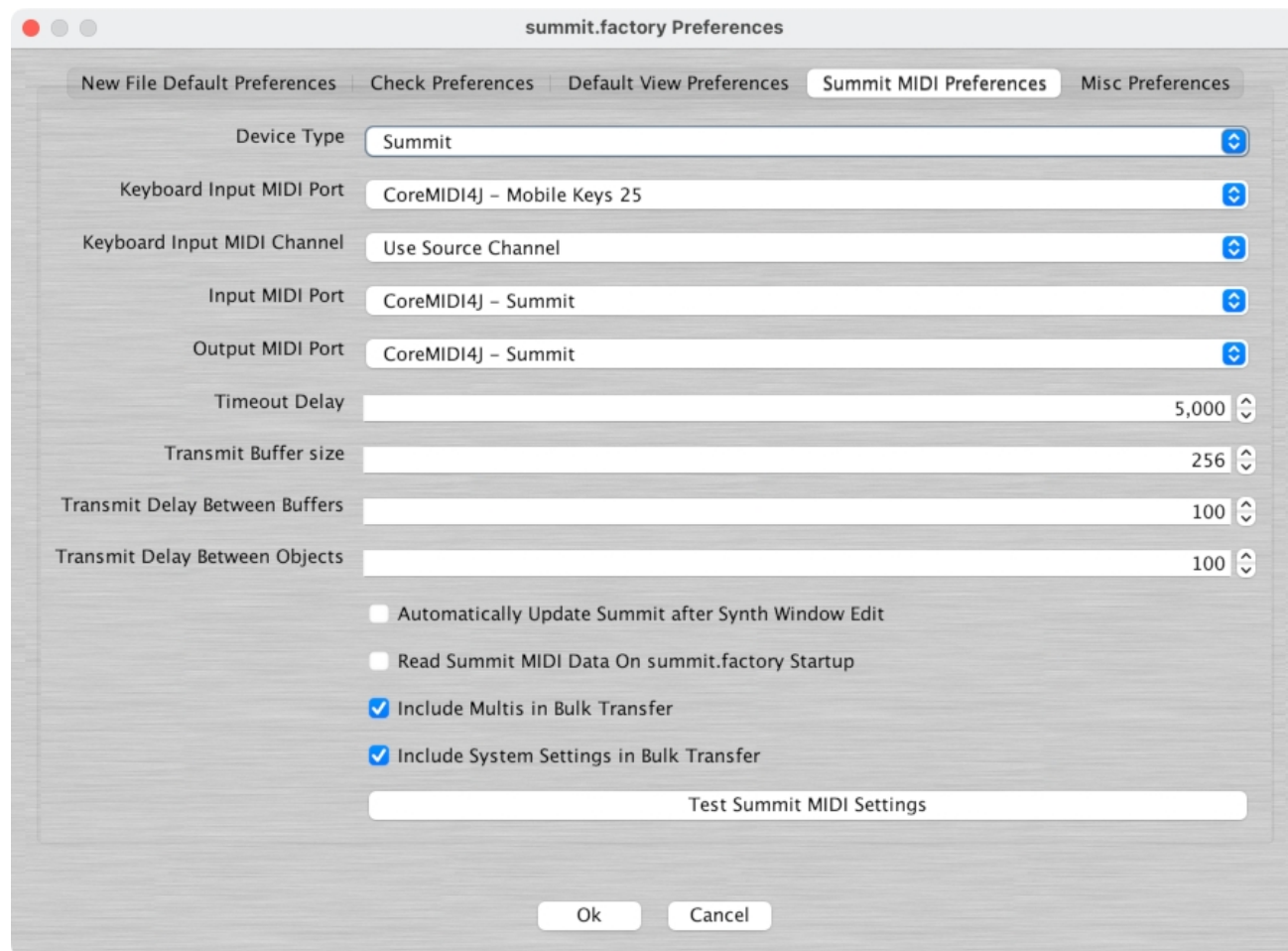
This tab has the following options:

Device Type	Sets the Device Type to be either a Peak or a Summit. Set according to the Device type that you are connecting to.
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.
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.
Timeout Delay	Sets the time that summit.factory waits for a response from the Peak/Summit 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 Peak/Summit. 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 summit.factory waits for between sending buffer sized data packets. The value is specified in milliseconds.
Transmit Delay Between Objects	This sets the delay that summit.factory waits for after sending a complete object. The value is specified in milliseconds.
Automatically Update Peak/Summit after Synth Window Edit	When this option is checked, if the Peak/Summit Synthesizer Window is edited then the edited data will be automatically sent to the Peak/Summit.
Read Peak/Summit MIDI Data On summit.factory Startup	When this option is checked the Programs and Play Lists (if enabled) are read from the Peak/Summit during the summit.factory startup phase.
Include Multis In Bulk Transfer	When this option is checked, the Summit Multis are included in bulk transfers. You may wish to uncheck this option if you don't use Multis.
Include System Settings In Bulk Transfer	When this option is checked, the System Settings are included in bulk transfers. You may wish to uncheck this option if you don't wish to store

	System Settings in your files.
Test Peak/Summit MIDI Settings	Tests to see if MIDI communications is working using the specified values. The test: 1. Sends a Universal SYSEX Device Inquiry message on the specified MIDI output port 2. Waits for a response on the specified MIDI input port. If the response times out an error message is displayed 3. Checks to see if the expected response is received. If not then an error message is displayed

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: • 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: • 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 summit.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: • 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: • 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: • 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: • 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	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.
Load Last File On Startup	Controls if the last file opened in the previous session is automatically loaded when summit.factory is next invoked.
Enable MIDI Logging	When checked, MIDI communications is logged to the summit.factory log file. Only turn this on when you need to, as the amount of data being written to the logs will slow down MIDI operations. This option is reset everytime summit.factory starts, so you need to enable it in each session if you wish to use it.

Online Help

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

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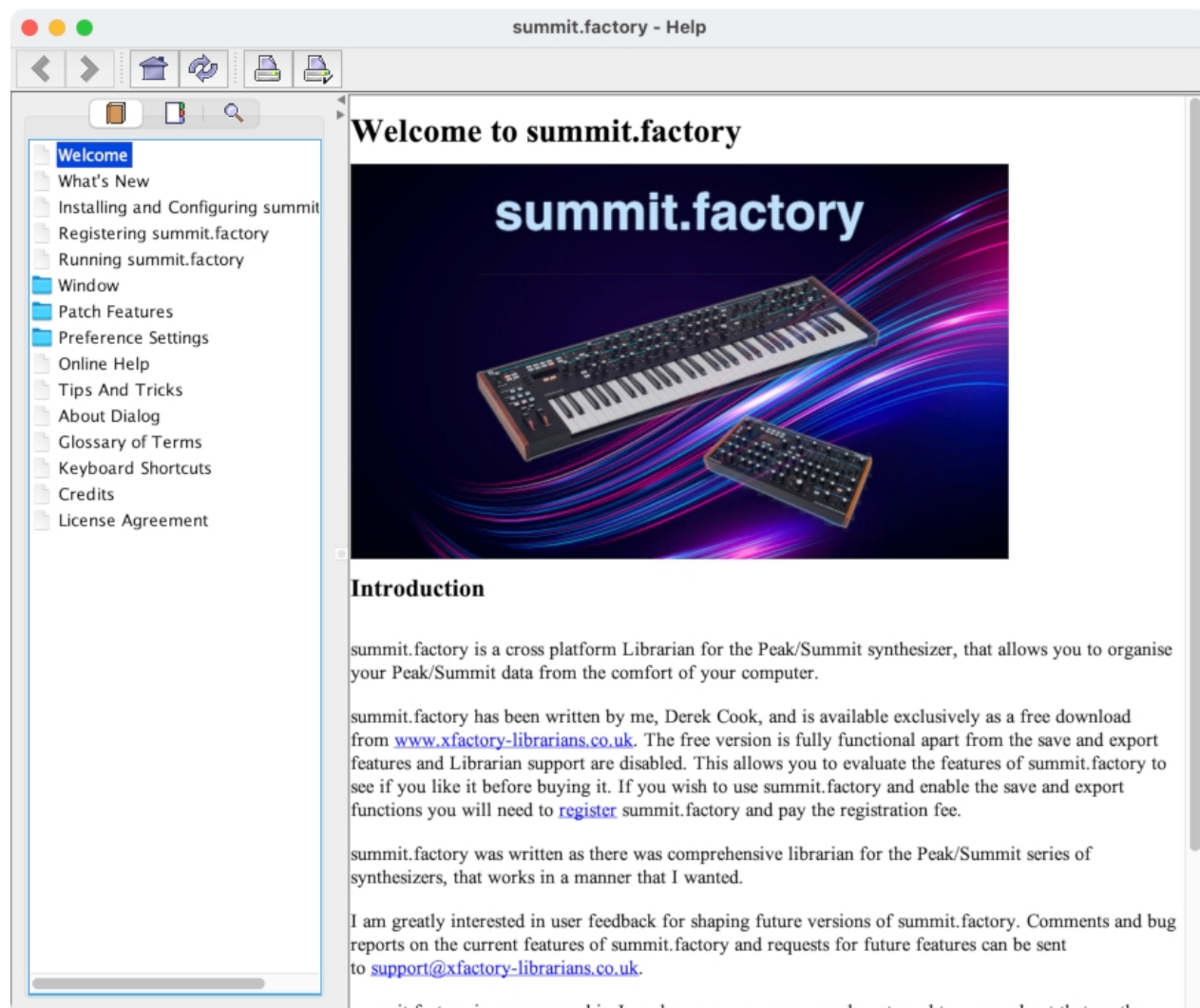
The Help Window works just like a web browser window, so its operation should be quite familiar to you.

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

Tips and Tricks

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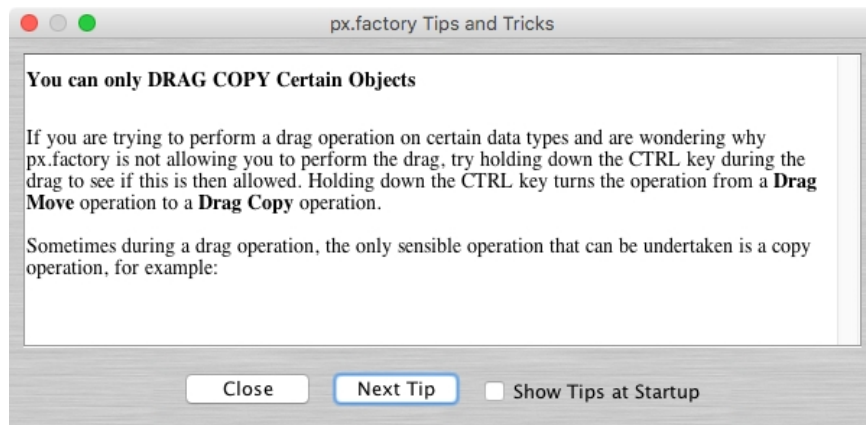
This dialog has the following controls:

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

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

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

Object Colouring

If an Object such as a Wave or Patch 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 Name Column then the Table will be sorted by Name

You can only DRAG COPY Certain Objects

If you are trying to perform a drag operation on certain data types and are wondering why summit.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 Play List entry to a new File, then the referenced Patch is also copied (assuming they are present within the file):

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

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

About summit.factory

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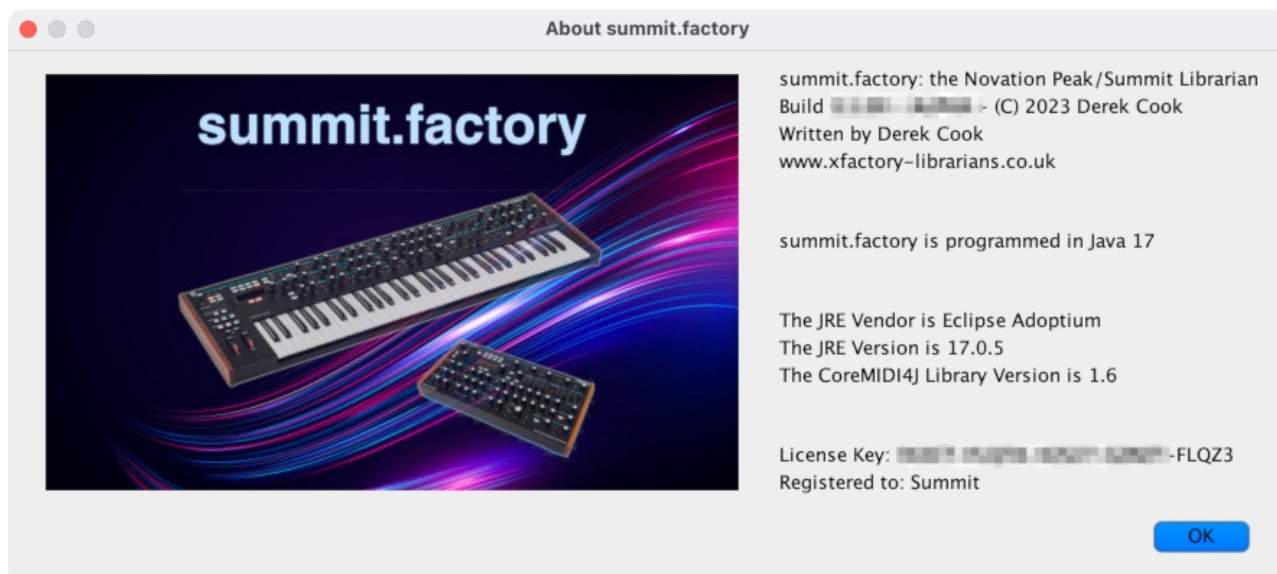
The dialog shows some basic information about the program including the version number and the [License](#) status of summit.factory.

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

Glossary

Term	Definition

Keyboard Short Cuts

summit.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:

- Sequential for making such a fantastic synthesizer in the Prophet X

3rd party software used in summit.factory

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

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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.

Splash Screen Graphic

The background of the splash screen is [an image by rawpixel.com](#) from [Freepik](#)

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