



motif.factory Version 3.10.01

User Manual

(C) Derek Cook 2001-2022

www.xfactory-librarians.co.uk

Table of Contents

<u>What's New in motif.factory V3.10.01 (20/12/2022)</u>	1
<u>Previous Versions</u>	1
<u>V3.10.00 (08/05/2022)</u>	1
<u>V3.9.02 (05/07/2020)</u>	1
<u>V3.9.01 (28/04/2020)</u>	1
<u>V3.9.00 (18/04/2020)</u>	1
<u>V3.8.05 (22/12/2018)</u>	1
<u>V3.8.04 (22/10/2017)</u>	1
<u>V3.8.03 (13/08/2017)</u>	1
<u>V3.8.02 (08/07/2017)</u>	1
<u>V3.8.01 (24/12/2016)</u>	2
<u>V3.8.00 (25/07/2016)</u>	2
<u>V3.7.00 (28/03/2016)</u>	2
<u>V3.6.00 (28/06/2014)</u>	2
<u>V3.5.00 (27/08/2012)</u>	2
<u>V3.4.00 (23/08/2012)</u>	2
<u>V3.3.03 (19/01/2012)</u>	2
<u>V3.3.02 (07/11/2011)</u>	2
<u>V3.3.01 (29/10/2011)</u>	2
<u>V3.3 (11/08/2011)</u>	2
<u>V3.2 (14/05/2011)</u>	2
<u>V3.0.02 (01/07/2010)</u>	2
<u>V3.0.01 (16/12/2009)</u>	3
<u>V3.0 (23/11/2009)</u>	3
<u>V2.0.01 (04/11/2007)</u>	3
<u>V2.0 (07/10/07)</u>	3
<u>V1.0 (16/12/2006)</u>	3
<u>Installation and Configuration of motif.factory</u>	4
<u>Installing MIDI Extensions for MacOS X</u>	4
<u>Registering motif.factory</u>	5
<u>Running motif.factory</u>	6
<u>PC</u>	6
<u>MAC OS X</u>	6
<u>Command Line</u>	6
<u>The motif.factory Window</u>	7
<u>Menu Bar</u>	8
<u>Main Menu Headings</u>	8
<u>The File Menu</u>	9
<u>New ...</u>	9
<u>Open ...</u>	9
<u>Save</u>	9
<u>Save As ...</u>	9
<u>Save All</u>	9
<u>Open Workspace ...</u>	9
<u>Save Workspace ...</u>	9
<u>Export to</u>	9
<u>Exit</u>	10
<u>Recently Opened Files</u>	10
<u>The Edit Menu</u>	11
<u>Undo</u>	11
<u>Redo</u>	11
<u>Clear Undo Buffer</u>	11
<u>Cut</u>	11
<u>Copy</u>	11
<u>Paste</u>	11
<u>Find ...</u>	11
<u>Find Next</u>	11
<u>Find Category ...</u>	11
<u>Find Next Category</u>	11
<u>Goto ...</u>	11
<u>The View Menu</u>	12
<u>Tool Bar</u>	12
<u>Status Bar</u>	12
<u>No Split</u>	12
<u>Horizontal Split</u>	12
<u>Vertical Split</u>	12
<u>Tree</u>	12

Table of Contents

The motif.factory Window

<u>Table</u>	12
<u>Refresh</u>	12
<u>Preferences</u> ...	12
<u>The MIDI Menu</u>	13
<u>Import From MIDI</u>	13
<u>Export to MIDI</u>	13
<u>MIDI Router</u>	13
<u>MIDI Preferences</u> ...	13
<u>The Tools Menu</u>	14
<u>Master Patch List</u> ...	14
<u>Library Information</u> ...	14
<u>Batch Import to Library</u> ...	14
<u>The Window Menu</u>	15
<u>Tile Horizontal</u>	15
<u>Tile Vertical</u>	15
<u>Maximise Windows</u>	15
<u>Restore Windows</u>	15
<u>Minimise Windows</u>	15
<u>View Motif Synthesizer Data</u>	15
<u>View Motif Library</u>	15
<u>The Help Menu</u>	16
<u>Search</u>	16
<u>Get Help on motif.factory</u> ...	16
<u>View Tips and Tricks for motif.factory</u> ...	16
<u>View PDF Documentation for motif.factory</u> ...	16
<u>View License Agreement for motif.factory</u> ...	16
<u>View License Agreement for motif.factory</u> ...	16
<u>About motif.factory</u> ...	16
<u>Register and Activate motif.factory</u> ...	16
<u>Tool Bar</u>	17
<u>Desktop</u>	18
<u>Child Window</u>	19
<u>Tree View</u>	20
<u>Table View</u>	22
<u>Motif Synthesizer Window</u>	23
<u>Preset Synth Data</u>	23
<u>User Synth Data</u>	23
<u>Motif Library Window</u>	24
<u>Motif Library Table View Columns</u>	24
<u>Table Sorting</u>	24
<u>Data Export</u>	24
<u>Table Filtering</u>	25
<u>Table Filter Controls</u>	25
<u>Table Filter Configuration</u>	25
<u>Status Bar</u>	26

Program Features.....27

<u>File Operations</u>	28
<u>Create New File</u>	29
<u>Open Existing File</u>	30
<u>Loading Sample Files</u>	30
<u>Importing S90 ES Voice Editor Files</u>	31
<u>Save Open Files</u>	32
<u>Seperating Data in W7A and SYSEX Files</u>	32
<u>Workspaces</u>	34
<u>Export Data</u>	35
<u>Undo Buffer</u>	37
<u>Clipboard Support</u>	38
<u>MIDI Support</u>	39
<u>Configuring MIDI Support</u>	39
<u>Copying/Moving Data</u>	39
<u>MIDI Keyboard Routing</u>	40
<u>Library Support</u>	41
<u>Configuring the Library</u>	41
<u>Adding Objects to The Library</u>	41
<u>Copying Objects From The Library</u>	41
<u>Deleting Objects From The Library</u>	41
<u>Exporting Voices From The Library to the Motif</u>	41
<u>Extracting Files from the Library</u>	41
<u>List File Usage</u>	42

Table of Contents

Program Features

<u>New Author.....</u>	42
<u>Library Information.....</u>	42
<u>Find and Goto Facilities.....</u>	43
<u>Find Dialog.....</u>	43
<u>Find Category Dialog.....</u>	43
<u>Goto Dialog.....</u>	44
<u>Editing Features.....</u>	45
<u>General Editing Features.....</u>	46
<u>Copy/Move Object.....</u>	48
<u>Initialise Object.....</u>	49
<u>Rename Object.....</u>	49
<u>Insert Object.....</u>	50
<u>Delete Object.....</u>	50
<u>List Object References.....</u>	51
<u>Sort Objects.....</u>	52
<u>Synth Editing Features.....</u>	53
<u>Import from Motif Memory.....</u>	53
<u>Export to Motif Memory.....</u>	53
<u>Voice Editing Features.....</u>	54
<u>Import from Motif Memory.....</u>	54
<u>Export to Motif Memory.....</u>	54
<u>Import from Motif Edit Buffer.....</u>	55
<u>Export to Motif Edit Buffer.....</u>	55
<u>Voice Element Editing Features.....</u>	55
<u>Voice Effects Editing Features.....</u>	55
<u>Voice Controller Editing Features.....</u>	56
<u>Voice Arpeggiator Editing Features.....</u>	56
<u>Voice Audition Unit Editing Features.....</u>	57
<u>Drum Voice Editing Features.....</u>	58
<u>Import from Motif Memory.....</u>	58
<u>Export to Motif Memory.....</u>	58
<u>Import from Motif Edit Buffer.....</u>	59
<u>Export to Motif Edit Buffer.....</u>	59
<u>Drum Voice Drumkey Editing Features.....</u>	59
<u>Drum Voice Effects Editing Features.....</u>	59
<u>Drum Voice Controller Editing Features.....</u>	60
<u>Drum Voice Arpeggiator Editing Features.....</u>	60
<u>Drum Voice Audition Unit Editing Features.....</u>	61
<u>Plugin Voice Editing Features.....</u>	62
<u>Import from Motif Memory.....</u>	62
<u>Export to Motif Memory.....</u>	62
<u>Import from Motif Edit Buffer.....</u>	63
<u>Export to Motif Edit Buffer.....</u>	63
<u>Plugin Voice Effects Editing Features.....</u>	63
<u>Plugin Voice Controller Editing Features.....</u>	63
<u>Plugin Voice Arpeggiator Editing Features.....</u>	64
<u>Plugin Voice Audition Unit Editing Features.....</u>	64
<u>Performance Editing Features.....</u>	65
<u>Import from Motif Memory.....</u>	65
<u>Export to Motif Memory.....</u>	65
<u>Import from Motif Edit Buffer.....</u>	66
<u>Export to Motif Edit Buffer.....</u>	66
<u>Performance Part Editing Features.....</u>	66
<u>Performance Plugin Part Editing Features.....</u>	67
<u>Performance Effects Editing Features.....</u>	67
<u>Performance Arpeggiator Editing Features.....</u>	68
<u>Performance AD Part Editing Features.....</u>	69
<u>Multi (Mix) Editing Features.....</u>	70
<u>Import from Motif Memory.....</u>	70
<u>Export to Motif Memory.....</u>	71
<u>Import from Motif Edit Buffer.....</u>	71
<u>Export to Motif Edit Buffer.....</u>	71
<u>Multi Part Editing Features.....</u>	71
<u>Multi Plugin Part Editing Features.....</u>	72
<u>Multi Effects Editing Features.....</u>	73
<u>Multi Arpeggiator Editing Features.....</u>	73
<u>Multi AD Part Editing Features.....</u>	74
<u>Master Editing Features.....</u>	75
<u>Import from Motif Memory.....</u>	75
<u>Export to Motif Memory.....</u>	75

Table of Contents

<u>Program Features</u>	75
<u>Import from Motif Edit Buffer</u>	75
<u>Export to Motif Edit Buffer</u>	76
<u>Arpeggio Editing Features</u>	77
<u>Pattern Editing Features</u>	78
<u>Song Editing Features</u>	79
<u>Song Chain Editing Features</u>	80
<u>Mixing Voice Editing Features</u>	81
<u>Mixing Voice Element Editing Features</u>	81
<u>Mixing Voice Effects Editing Features</u>	82
<u>Mixing Voice Controller Editing Features</u>	82
<u>Mixing Voice Arpeggiator Editing Features</u>	83
<u>Wave Editing Features</u>	84
<u>System Configuration Editing Features</u>	85
<u>System Configuration Master Effects Editing Features</u>	85
<u>Master Patch List</u>	86
<u>Generating The Cubase Master Patch List</u>	86
<u>Configuring Cubase to Use the Master Patch List</u>	87
<u>Library Statistics</u>	87
<u>Batch Import To Library</u>	87
<u>Select Source Directory Page</u>	88
<u>Select Destination Directory Page</u>	88
<u>Using the Batch Importer</u>	89
<u>Preferences</u>	91
<u>Device Type Preferences</u>	92
<u>Voice Preferences</u>	93
<u>Performance Preferences</u>	94
<u>Multi Preferences</u>	96
<u>Master Preferences</u>	98
<u>Song Chain Preferences</u>	100
<u>System Preferences</u>	101
<u>MIDI Preferences</u>	102
<u>Default View Preferences</u>	104
<u>Library Preferences</u>	106
<u>Miscellaneous Preferences</u>	108
<u>Online Help</u>	109
<u>Context Sensitive Help</u>	109
<u>Tips and Tricks</u>	111
<u>List of Tips and Tricks</u>	111
<u>Double Clicking a voice</u>	111
<u>Library Support</u>	111
<u>MIDI Support</u>	111
<u>Context Sensitive Help</u>	111
<u>Keyboard Shortcuts</u>	111
<u>S90 ES Voice Editor Files</u>	111
<u>Master Patch List</u>	111
<u>Copying Arpeggiator Units</u>	112
<u>Copying Performances and Multis</u>	112
<u>Object Colouring</u>	112
<u>Copying Effects Units</u>	112
<u>Load Sample Files</u>	112
<u>MIDI Router</u>	112
<u>Find/Find Next Category Tool Bar Buttons</u>	112
<u>Table Sorting</u>	112
<u>You can only DRAG COPY Certain Objects</u>	112
<u>Copying/Moving Objects to a Different File</u>	112
<u>Exporting Patch Lists</u>	114
<u>About motif.factory</u>	115
<u>Glossary</u>	116
<u>Keyboard Short Cuts</u>	118
<u>Keyboard Shortcuts for the Desktop and Child Windows</u>	118
<u>Keyboard Shortcuts for Tree Views</u>	119
<u>Keyboard Shortcuts for Table Views</u>	120
<u>Keyboard Editing Short Cuts for both Tree and Table Views</u>	121
<u>Keyboard Shortcuts for the Preferences Dialog</u>	122

Table of Contents

<u>Keyboard Short Cuts</u>	
<u>Keyboard Shortcuts for Text Editing Fields</u>	122
<u>Credits</u>	123
<u>3rd party software used in motif.factory</u>	123
<u>CoreMIDI4J License</u>	123
<u>Table Filter License</u>	123
<u>Apache Derby License</u>	123
<u>Apache Log4J License</u>	123
<u>Dom4J License</u>	123
<u>Java Wizard License</u>	123
<u>motif.factory License</u>	124
<u>Disclaimer</u>	124
<u>Licensing Conditions for 3rd party software</u>	124
<u>Apache Derby License</u>	124
<u>Apache Log4J License</u>	124
<u>CoreMIDI4J License</u>	124
<u>Dom4J License</u>	124
<u>Java Wizard License</u>	125
<u>Table Filter License</u>	125
<u>Tritonus License</u>	125

What's New in motif.factory V3.10.01 (20/12/2022)

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

Previous Versions

V3.10.00 (08/05/2022)

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

V3.9.02 (05/07/2020)

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

V3.9.01 (28/04/2020)

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

V3.9.00 (18/04/2020)

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

V3.8.05 (22/12/2018)

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

V3.8.04 (22/10/2017)

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

V3.8.03 (13/08/2017)

- Further improvements to error logging.

V3.8.02 (08/07/2017)

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

- Added application error logging to make debugging easier.

V3.8.01 (24/12/2016)

- Improved database access performance when editing information.

V3.8.00 (25/07/2016)

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

V3.7.00 (28/03/2016)

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

V3.6.00 (28/06/2014)

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

V3.5.00 (27/08/2012)

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

V3.4.00 (23/08/2012)

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

V3.3.03 (19/01/2012)

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

V3.3.02 (07/11/2011)

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

V3.3.01 (29/10/2011)

- Fixed bug in the File/Save As... function, which was causing a null pointer exception when saving a new file.

V3.3 (11/08/2011)

- Added a new feature to recreate files from the library (note this will only work with Libraries created in V3.3. onwards)
- Added File and Author views to the Database.
- Added an context menu option to the Database views to allow you to see what files are using an object.
- File/Save As now allows you to change the file type when saving the file.

V3.2 (14/05/2011)

- Library Statistics dialog added, allowing you to see how big the Library is!
- Batch importer for importing Motif files into the Library

V3.0.02 (01/07/2010)

- When a Mixing Template from an ES keyboard file is copied to a Multi in an ES Rack keyboard file, the name of the parent Song or Pattern is used to name the Multi
- Added support for converted Mixing Voices to User Voices when copying a Mixing Template from an ES keyboard file to a Multi in an ES Rack keyboard file
- When a Mixing Template from an ES keyboard file is copied to a Multi in an ES Rack keyboard file, any parts that were using custom Waves are reset to point a Preset Voice.

V3.0.01 (16/12/2009)

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

V3.0 (23/11/2009)

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

V2.0.01 (04/11/2007)

- The List Object References function now shows if User Voices are referenced by Song Tracks, Pattern Tracks and Mixing Template Tracks.

V2.0 (07/10/07)

- Full support added for the Motif ES 6/7/8 keyboards and their file formats, including:
 - ◆ W7A All files
 - ◆ W7E Voice Editor Files
 - ◆ W7G Arpeggio Files
 - ◆ W7P Pattern Files
 - ◆ W7S Song files
 - ◆ W7V Voice Files
 - ◆ W7W Wave Files
- This ES keyboard support includes full support for copying ES data, including copying referenced objects. For example if you copy a Master referring to a performance to a new file, then the performance is copied along with any referenced user data in the performance (e.g. Arpeggio, User Voices, User Waves, etc.).
- Support for reading S90 ES Voice Editor (S7E) Files. A Motif ES voice editor file is created.

V1.0 (16/12/2006)

- First release of motif.factory, supporting the Motif Rack ES

Installation and Configuration of motif.factory

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

A native installer for Windows is also available.

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

Installing MIDI Extensions for MacOS X

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

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

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

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

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

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

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

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

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

Registering motif.factory

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

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

Running motif.factory

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

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

motif.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 place a shortcut there.

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

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

MAC OS X

Navigate to the **Applications** folder in **Finder** and double click the motif.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 motif.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 motif.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 motif.factory alias will appear next to the original item and can be dragged to your location of choice.
- Select the motif.factory item you identified previously by clicking it once then press **Command-L** (lowercase L). The motif.factory alias will appear next to the original item and can be dragged to your location of choice.
- Click the motif.factory item once to select it, and then from the **File** menu, select **Make Alias**. The motif.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.

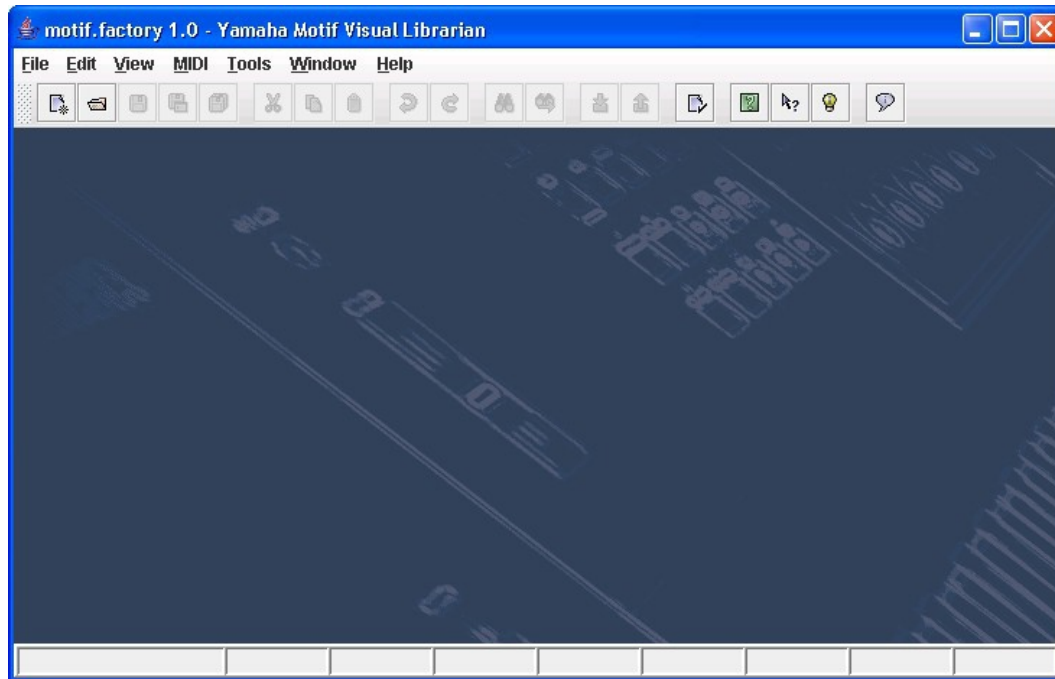
Command Line

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

```
java -jar motiffactory.jar
```

The motif.factory Window

The main motif.factory window looks like this



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

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

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

Menu Bar

The motif.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.

motif.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.

File Edit View MIDI Tools Window Help

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

The File Menu

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

New ...	Ctrl-N
Open ...	Ctrl-O
Save	Ctrl-S
Save As ...	Ctrl-A
Save All ...	Ctrl-L
Open Work Space...	Ctrl+Alt-O
Save Work Space ...	Ctrl+Alt-S
Export to	▶
Exit	
1: C:\Motif\Voices\ORGNES.W7E	
2: G:\ORGNES.w9e	
3: C:\L\otif ES Rack Complete Bulk Dump 06-03-06.syx	
4: C:\Motif\Voices\Voices.w9e	
5: C:\L\Voices\Motif ES Rack Complete Bulk Dump.syx	
6: C:\Motif\Voices\motifFactory_1.syx	
7: C:\Motif\Voices\test 1.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.

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.

Save All

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

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 motif.factory window.

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

Save Workspace ...

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

Export to

This option brings up the following sub menu:

HTML ...
XML ...
Cubase Patch Script ...
Protools 6 Patch Script ...
Sonar Patch Script ...
SpreadSheetML ...

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

Exit

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

Undo

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

Redo

Redos 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

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

Find ...

motif.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 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:

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

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

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

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

Tool Bar

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

Status Bar

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

No Split

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

Horizontal Split

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

Vertical Split

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

Tree

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

Table

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

Refresh

Refreshes all open [Child Windows](#).

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

Preferences ...

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

The MIDI Menu

The MIDI menu provides the following options:

Import From MIDI

Imports Voices and Performances from the Motif via MIDI to the currently selected Window.

Export to MIDI

Exports Voices and Performances to the Motif via MIDI from the currently selected Window.

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

MIDI Router ...

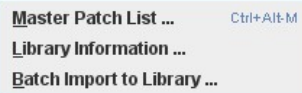
Opens the [MIDI Router](#) Dialog which allows you to use another keyboard to audition Motif Data.

MIDI Preferences ...

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

The Tools Menu

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



Master Patch List ...

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

Library Information ...

Opens the [Library Statistics](#) dialog.

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

Batch Import to Library ...

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

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

The Window Menu

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

Tile Horizontal	Ctrl+Alt-H
Tile Vertical	Ctrl+Alt-V
Maximise Windows	Ctrl-M
Restore Windows	Ctrl-R
Minimise Windows	Ctrl-I
<input type="checkbox"/> View Motif Synthesizer Data	
<input type="checkbox"/> View Motif Library	
ORGNES.W7E	
ORGANVCE.W7E	

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 motif.factory (ORGANVCE.W7E and ORGNES.W7E in our example menu).

Tile Horizontal

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

Tile Vertical

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

Maximise Windows

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

Restore Windows

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

Minimise Windows

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

View Motif Synthesizer Data

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

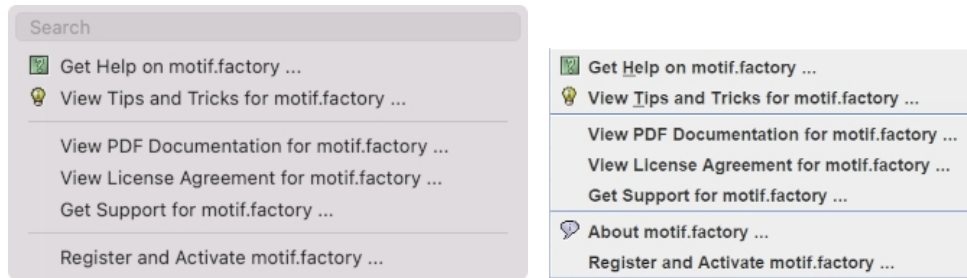
View Motif Library

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

Opens or closes the [Motif Library Window](#) which provides a view on the Motif 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 motif.factory. One day....

Get Help on motif.factory ...

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

View Tips and Tricks for motif.factory ...

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

View PDF Documentation for motif.factory ...

Displays the PDF documentation for motif.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 motif.factory ...

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

View License Agreement for motif.factory ...

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

About motif.factory ...

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

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




















Register and Activate motif.factory ...

Displays the motif.factory registration and activation Dialog.

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

Tool Bar

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

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

The Save and Midi export buttons are only enabled if motif.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.

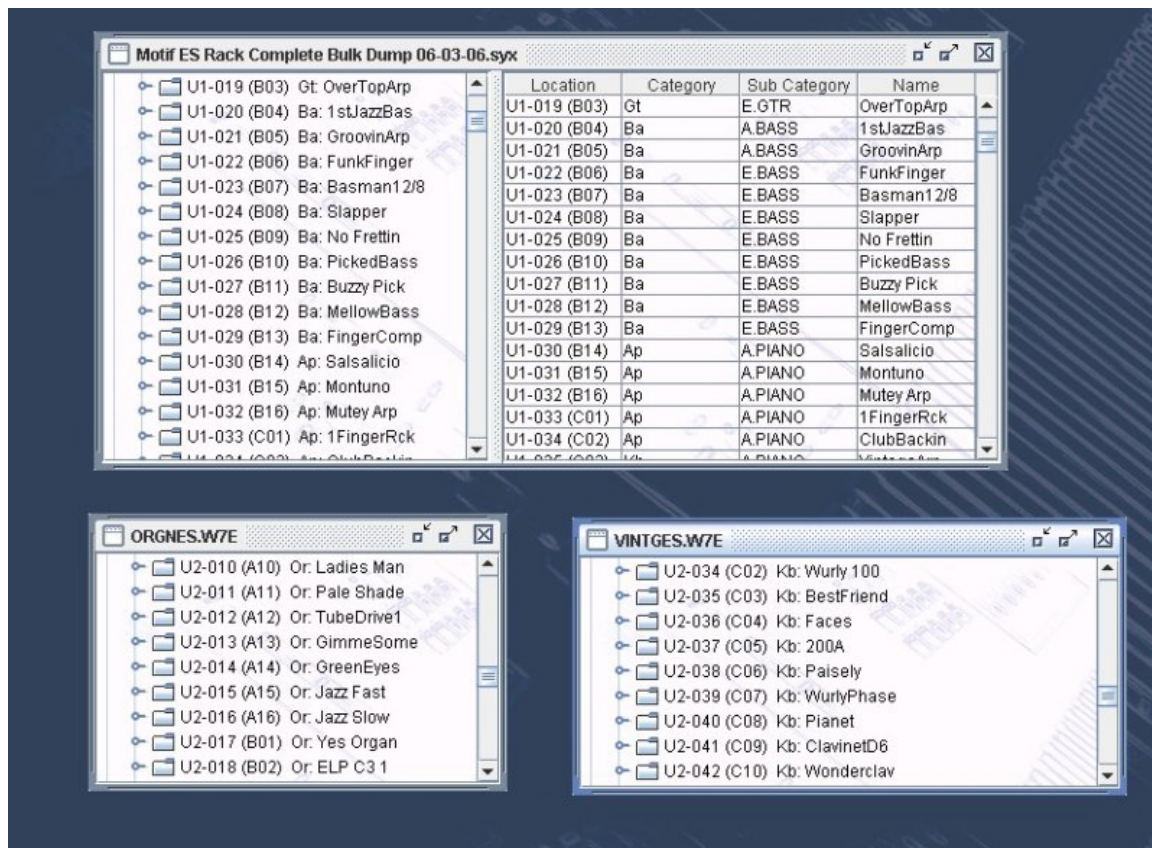
The Tool Bar can also be dragged to a different window border other than the top border.

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



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

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

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

Child Window

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

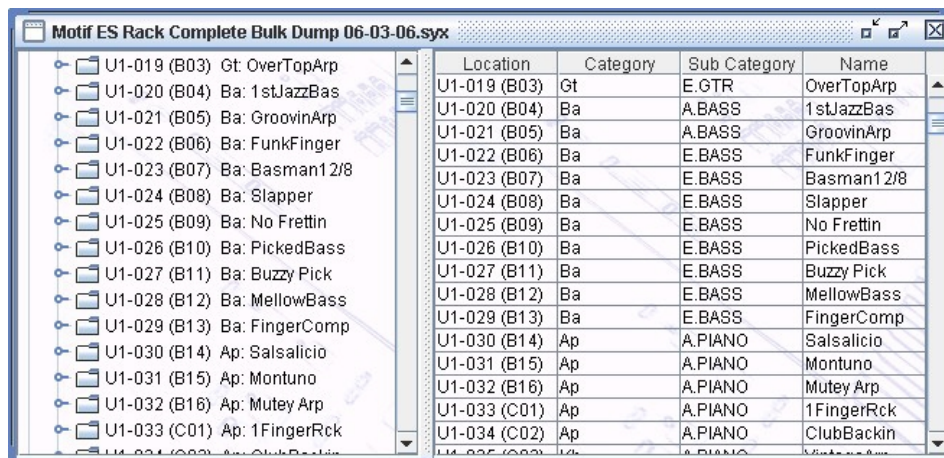
The Child Window is maximised by default when it is opened, and can be minimised, restored or closed by the buttons to the right of the Child Window's title bar.

The menu options on the [View](#) menu can be used to change the View 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.



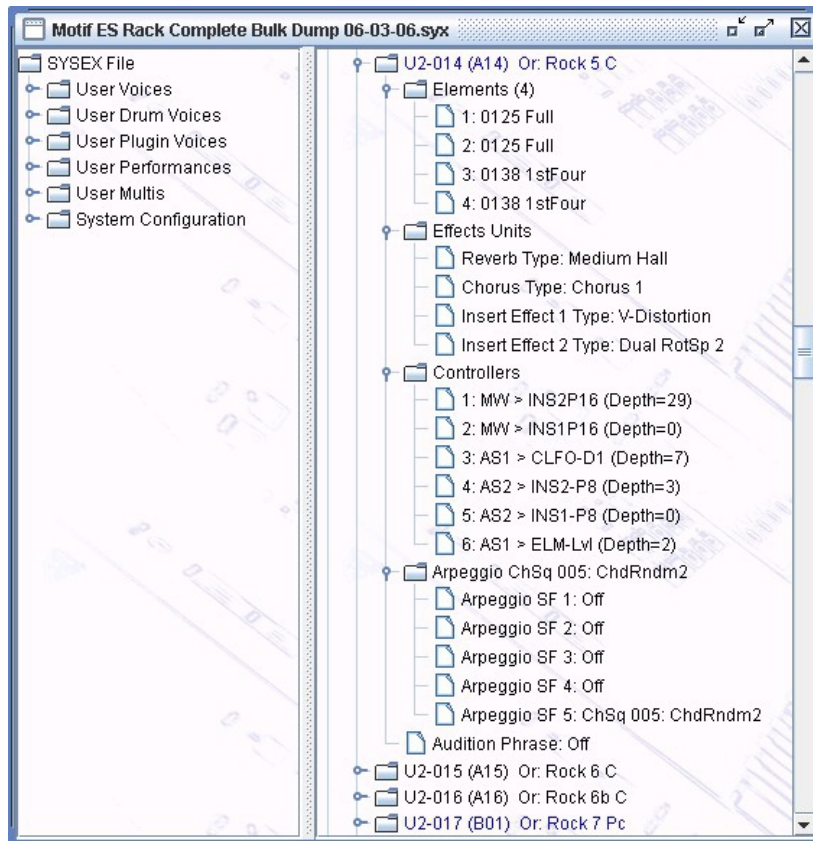
The [Tree](#) and [Table](#) views support drag [move](#) and drag [copy](#) operations, and the views will automatically scroll whilst drag operations are in progress.

motif.factory also provides two special Child Windows:

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

Tree View

The **Tree View** shows the Motif data as a hierarchical tree, and can show more information than the [Table View](#). The following example shows a split [Child Window](#) with two Tree Views, one collapsed showing the top level **Collections** and one showing a Voice (U2-014) that has been expanded to show more information on the Voice.



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

The basic tree structure is a **Root Object** at the top of the tree under which are various Object **Collections** which themselves contain further data. The top level Collections that can be found under the root node varies upon the file type:

- File Type - this is the root of the data currently loaded and a container for all data held in the Motif Synthesizer data file which has been loaded. This root is always present and indicates the type of file loaded
- User Voices
- User Drum Voices
- User Plugin Voices
- User Performances
- User Masters (ES Rack) or User Mixing Templates (ES Keyboard)
- User Multis
- User Arpeggios
- User Patterns
- User Songs
- User Song Chains
- User Mixing Templates
- User Waves
- System Configuration Data

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

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

Objects are displayed in one of three colours:

- Black if the Object is not referenced by another Object
- Blue if an Object is referenced by another Object (e.g. a Voice being used within a Performance)

- Red if an object is considered to be empty. Empty objects are not saved in data files (e.g. empty Waves)

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.

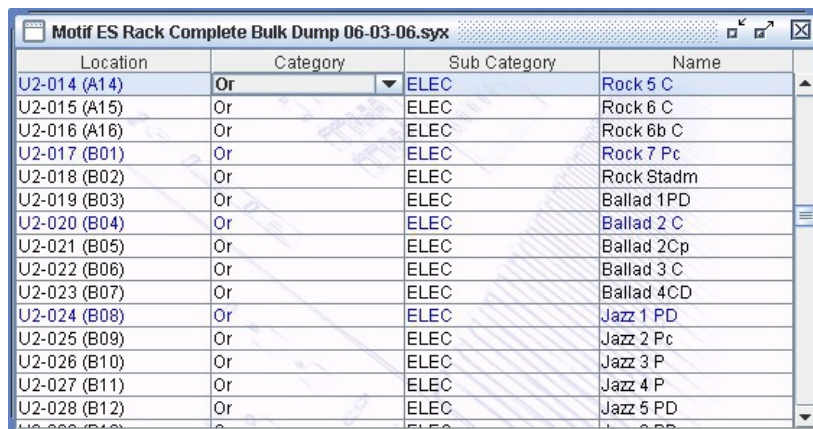
If you wish to perform an operation upon all Objects in a Collection, simply select the Collection containing the Objects.

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 Voices.



Location	Category	Sub Category	Name
U2-014 (A14)	Or	ELEC	Rock 5 C
U2-015 (A15)	Or	ELEC	Rock 6 C
U2-016 (A16)	Or	ELEC	Rock 6b C
U2-017 (B01)	Or	ELEC	Rock 7 Pc
U2-018 (B02)	Or	ELEC	Rock Stadn
U2-019 (B03)	Or	ELEC	Ballad 1PD
U2-020 (B04)	Or	ELEC	Ballad 2 C
U2-021 (B05)	Or	ELEC	Ballad 2Cp
U2-022 (B06)	Or	ELEC	Ballad 3 C
U2-023 (B07)	Or	ELEC	Ballad 4CD
U2-024 (B08)	Or	ELEC	Jazz 1 PD
U2-025 (B09)	Or	ELEC	Jazz 2 Pc
U2-026 (B10)	Or	ELEC	Jazz 3 P
U2-027 (B11)	Or	ELEC	Jazz 4 P
U2-028 (B12)	Or	ELEC	Jazz 5 PD

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

You can select what a Table View shows by right clicking within the table to access the context sensitive menu, upon which can be found menu options to select the different data types available in a file.

Each row within the table shows one Object.

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

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

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's **Category**, **Sub Category** and Object **Name** (if available) can be directly edited by clicking in them.

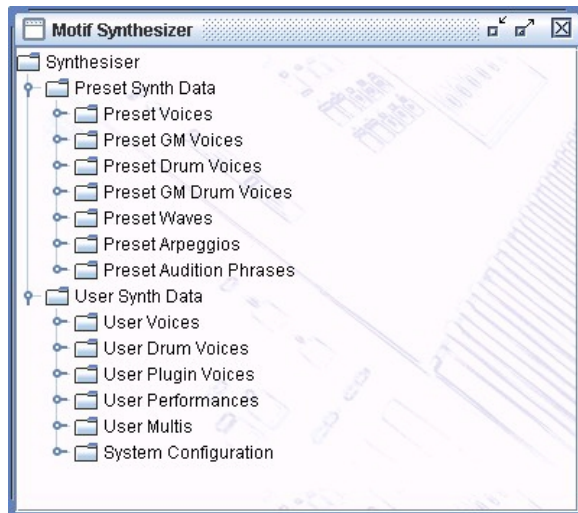
Objects are displayed in one of three colours:

- Black if the Object is not referenced by another Object
- Blue if an Object is referenced by another Object (e.g. a Voice being used within a Performance)
- Red if an object is considered to be empty. Empty objects are not saved in data files (e.g. empty Waves)

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

Motif Synthesizer Window

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



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

- Preset Synth Data
- User Synth Data

Preset Synth Data

This Collection contains Collections for the Motif preset data, including:

- Preset Voices (Banks P1 to P6)
- Preset GM Voices
- Preset Drum Voices
- Preset GM Drum Voices
- Preset Waves
- Preset Arpeggios
- Preset Audition Phrases

This data can be used to set Objects within the Motif data files to point to preset data. For example if you drag a Preset Wave onto an AWM Element within a file, then the Element will be updated to reference the Preset Wave.

motif.factory supports the following drag operations upon preset data:

- Preset Voices, Drum Voices, GM Voices and GM Drum Voices can be dragged onto Performance and Multi Parts
- Preset Waves can be dragged onto AWM Elements
- Preset Arpeggios can be dragged onto Voice, Performance and Multi Arpeggiator Units
- Preset Audition Phrases can be dragged onto Voice Audition Units

Note: only drag copy operations are supported where preset data is a drag source, as it does not make sense to try and move preset data.

User Synth Data

This Collection contains Collections for user data within the Motif, including:

- User Voices
- User Drum Voices
- User Plugin Voices
- User Performances
- User Multis
- User Masters
- System Configuration

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

Motif Library Window

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

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

Category	Subcategory	Name	Rating	Comment	Author	Source
Pd	NO ASGN	18dB Pad	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
St	NO ASGN	6dBStrings	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Aah Choir	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Air Swell	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Airy Pad	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	AllYouNeed	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Ambient 1	☆☆☆☆☆	Nice Pad	Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Ambient 2	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Ambient 3	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Ana Dreams	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Analog	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	AngelVoice	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	AquaStop	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Pd	NO ASGN	Arc-light	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Me	NO ASGN	Atlantis	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Me	NO ASGN	Atmo Fx 1	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A
Me	NO ASGN	Atmo Fx 2	☆☆☆☆☆		Easy Sounds	PADS_ES.W7A

☒ Enable Filter

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

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

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

Motif Library Table View Columns

The following columns can be found in the Library table.

Category	The Category of an Object. Not all Objects have a defined Category
Subcategory	The Subcategory of an Object. Not all Objects have a defined Subcategory
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).
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 motif.factory to prompt you for an Author name when a new file is being added to the database.
Source	The name of the source file that an Object was copied from when it was added to the Library.

Table Sorting

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

- Unsorted
- Sort Ascending
- Sort Descending

Data Export

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

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

export it.

Table Filtering

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

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

Table filtering works in conjunction with table sorting

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

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

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

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

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

Table Filter Controls

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

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

Table Filter Configuration

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



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

Status Bar

C:\Development\Motif\Tes...	W7A File			W = 23/1001	L = 46/4050	M = 5292948		
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The Status Bar provides the following pieces of information (from left to right) for the [Child Window](#) which is currently selected:

- The name of the file currently open, if any. If no file has been selected then this field is blank.
- The type of the file
- Whether or not the file has been modified
- The number of waves in use and the number that are free
- The number of wave layers in use and the number that are free
- The amount of wave memory in use
- If the left/top split pane is a table this indicator identifies what the table is showing (e.g. Voices or Multis)
- If the right/bottom split pane is a table this indicator identifies what the table is showing (e.g. Voices or Multis)

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

Program Features

motif.factory provides the following features:


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

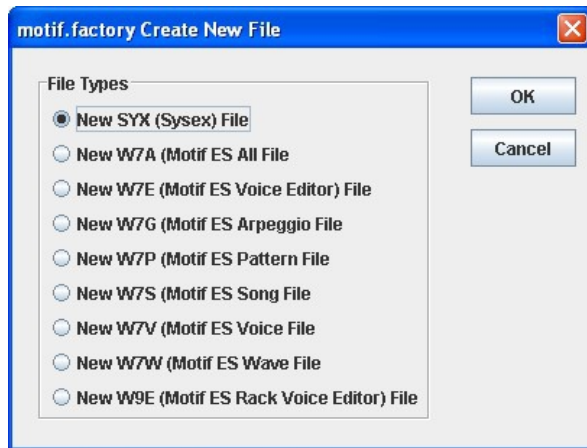
File Operations

motif.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 the type of file to create from the following:


- SYSEX File
- Motif ES All File (W7A)
- Motif ES Voice Editor File (W7E)
- Motif ES Arpeggio File (W7G)
- Motif ES Pattern File (W7P)
- Motif ES Song File (W7S)
- Motif ES Voice File (W7V)
- Motif ES Wave File (W7W)
- Motif ES Rack Voice Editor File (W9E)

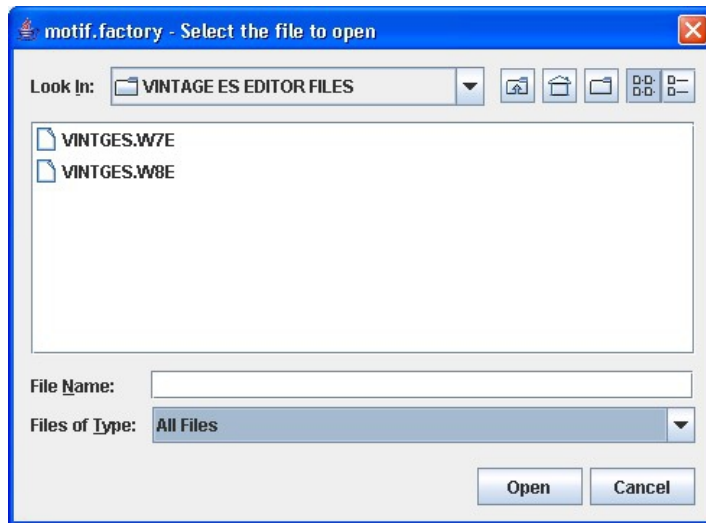
The new data file is given a name in the form of "motifFactory_n", where **n** is a number that increments every time a file is created.

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

Sysex files are created according to the device type set in the [Device Type Preferences](#) tab in the [Preferences](#) Dialog.

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.



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

The following file types can be loaded:

- Motif SYSEX Files
- Motif ES All Files (W7A)
- Motif ES Voice Editor Files (W7E)
- Motif ES Arpeggio Files (W7G)
- Motif ES Pattern Files (W7P)
- Motif ES Song Files (W7S)
- Motif ES Voice Files (W7V)
- Motif ES Wave Files (W7W)
- Motif ES Rack Voice Editor Files (W9E)
- Motif S90 ES Voice Editor Files (S7E)

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

Loading Sample Files

motif.factory will also try and load a corresponding Sample (W8x) file if one is present in the same directory as the file you are loading.

If, for example, if you load a W7A file and there is a corresponding W8A file, then the data from both files is loaded and combined. They are split into separate files when the data is saved. What this means is that if you copy waves to a new file, then the sample data for the waves(if present and loaded) is also copied.

This facility can be controlled by the setting of the **Sample Load Options** drop down in the [Misc Preferences](#) tab in the [Preferences](#) Dialog.

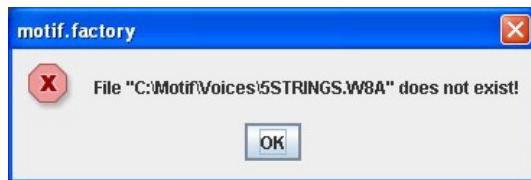
If this option is set to **Confirm**, then the following dialog is displayed:



If the **Sample Load Options** setting is set to **Yes**, then the samples are automatically loaded, and if the **Sample Load Options** is set to **No**, then the samples are not loaded.

If you select **No**, then the samples are not loaded into motif.factory.

If motif.factory is loading a sample file and the corresponding sample file does not exist, then the following error message is displayed:

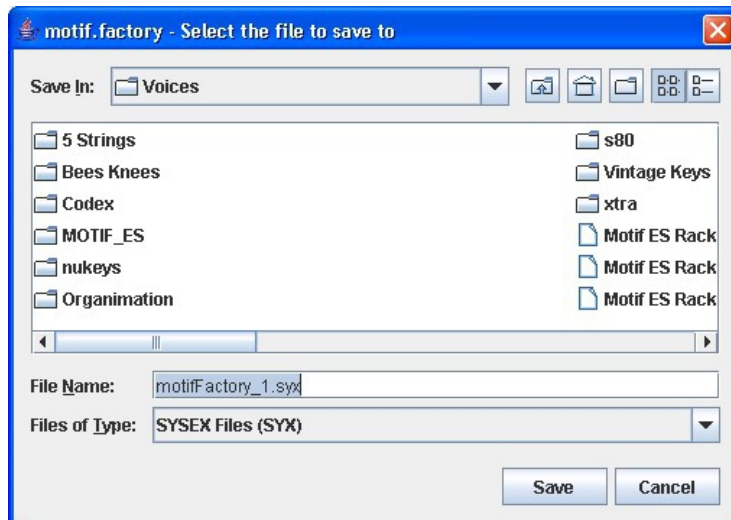


Importing S90 ES Voice Editor Files

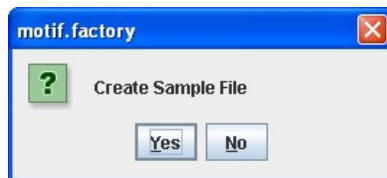
If you open an S90 Voice Editor File (S7E), then a W7E file containing the S90 ES voices is created. Please note that the S90 ES voices have some additional parameters over and above Motif ES voices, which are ignored

Save Open Files

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



If a file has been created or opened and there is no associated sample file, then the following dialog is displayed:



If you select **Yes**, then a companion W8x file is created.

Seperating Data in W7A and SYSEX Files

The [Tree View](#) also supports options on its **Context Sensitive Menu** to save data from W7A and SYSEX files into seperate files. Note, if you select these options on files that have custom waves defined, there may be a slight delay in between selecting the option and the filename dialog appearing as motif.factory has to create a copy of the file in which all the redundant waves are removed.

W7A Files	Collections that can be seperately saved
	<ul style="list-style-type: none">• User Voices, User Drum Voices and User Plugin Voices can be saved to a W7E (Motif ES Voice Editor) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W7E File option• User Voices, User Drum Voices and User Plugin Voices can be saved to a W7V (Motif ES Voice) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W7V File option• User Voices, User Drum Voices and User Plugin Voices can be saved to a W9E (Motif Rack ES Voice Editor) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W9E File option• User Arpeggios can be saved to a W7G (Motif Arpeggio) file by right clicking over the User Arpeggio Collection and selecting the Save W7G File option• User Patterns can be saved to a W7P (Motif Pattern) file by right clicking over the User Pattern Collection and selecting the Save W7P File option• User Songs can be saved to a W7S (Motif Song) file by right clicking over the User Song Collection and selecting the Save W7S File option• User Waves can be saved to a W7W (Motif Wave) file by right clicking over the User Wave Collection and selecting the Save W7W File option

SYSEX Files	<p>Collections that can be seperately saved</p> <ul style="list-style-type: none"> • User Voices, User Drum Voices and User Plugin Voices can be saved to a W7E (Motif ES Voice Editor) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W7E File option • User Voices, User Drum Voices and User Plugin Voices can be saved to a W7V (Motif ES Voice) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W7V File option • User Voices, User Drum Voices and User Plugin Voices can be saved to a W9E (Motif Rack ES Voice Editor) file by right clicking over the User Voices, User Drum Voices or User Plugin Voices Collections and selecting the Save W9E File option
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Workspaces

motif.factory allows you to save the current size and position of the main motif.factory window, and the arrangement of the open [Child Windows](#) within motif.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

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

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

HTML ...

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

The following dialog will appear allowing you to select the features to be exported. The options presented will depend on the type of the source file:



The saved HTML file contains as a minimum an index to the main listings (e.g. Voices/Performances) in the file, and a section giving information on the file (such as the file type and the number of used and free Elements).

XML ...

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

The following dialog will appear allowing you to select the features to be exported. The options presented will depend on the type of the source file:



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

Cubase Patch Script ...

This option allows you to export a listing of the data in Cubase patch script format. The patch script format exported by motif.factory is compatible with both Cubase VST and Cubase SX/SL/SE.

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

See the [Master Patch List](#) dialog documentation for details on how to install patch scripts within Cubase SX.

Protools Patch Script ...

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

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

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

Sonar Patch Script ...

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

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

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

SpreadSheetML ...

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

The following dialog will appear allowing you to select the features to be exported. The options presented will depend on the type of the source file:



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

Undo Buffer

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

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

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

- You cannot paste a Voice onto a Performance
- You cannot paste ten Voices at the end of a Voice Collection if the selection is at Voice 374 or higher (for the ES Rack as an example, which has 384 User Voices).

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

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

MIDI Support

To use motif.factory MIDI export support, your copy of motif.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 Motif is connected
- **SYSEX Device Number** should match the **Device Number** setting in the Motif UTILITY MIDI page

You can check that these settings work by pressing the **Test Motif MIDI Settings** button. When you press this button a test message is sent to the Motif 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 wish for motif.factory to always read the Motif data on startup then check the **Read Motif MIDI Data on Startup** checkbox
- If you wish for changes made to the Motif Synthesizer Window to be automatically written to the Motif then check the **Automatically Update Motif after Synth Window Edit** checkbox
- You can adjust how long that motif.factory will wait for a response from the Motif by adjusting the **Timeout Delay** value, which is given in milliseconds

The **Transmit Buffer Size**, **Transmit Delay Between Buffers** and **Transmit Delay Between Objects** values may require adjustment depending on your MIDI interface. I find that the following parameters work reliably on my system.

Device	Transmit Delay Between Buffers	Transmit Delay Between Objects
USB	10ms	50ms
MIDI	50ms	100ms

motif.factory sends data to the Motif by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value. When motif.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: I recently upgraded to a MOTU interface and ran into problems with MIDI export until I altered motif.factory to send messages in small chunks defined by the above parameters!

Copying/Moving Data

In operation, using MIDI is quite straightforward.

You can get all the MIDI data into any [Child Window](#) (including the [Motif Synthesizer](#) Window) by selecting the **Import from MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#).

This imports all the data that you have set in the [MIDI Preferences](#) options to be included in bulk transfers.

Similarly you can also export all data 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 [Motif Synthesizer](#) Window is also updated with the data being imported/exported.

You can also import/export individual Objects or a selection of Objects by selecting the Import/Export memory options upon the Object's Context Sensitive Menu. You can also use the [keyboard shortcuts](#) for doing this.

And you can also [move/copy](#) Objects between the [Motif Synthesizer](#) Window and [Child Window](#) using drag and drop.


You can also import/export a Object to/from the Motif Edit Buffer by selecting a single Object and selecting the import/export to/from Motif Edit Buffer options from the Object's Context Sensitive Menu. You can also use

the [keyboard shortcuts](#) for doing this

Exporting Objects from motif.factory to the Motif Edit Buffer is really handy, for example, when trying to find a particular Object in a file and you don't wish to load the file into the Motif.

Finally you can also perform all the operations on Objects in the [Motif Synthesizer](#) Window that you can upon Objects in a normal [Child Window](#).

If you have the **Automatically Update Motif after Synth Window Edit** option active, when you change data the [Motif Synthesizer](#) Window then the changes are automatically exported to the Motif. If you are making a lot of changes, you may find yourself waiting quite a lot during the time it takes to do these exports.

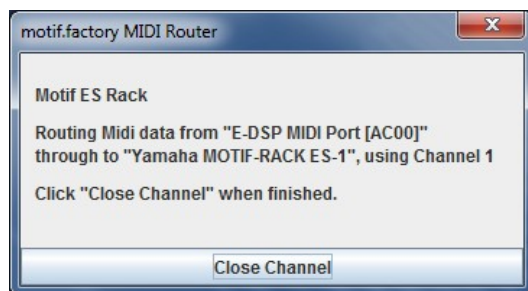
So you may wish to turn the **Automatically Update Motif after Synth Window Edit** option off during intensive editing sessions. Once you've made all your changes you then select the **Export MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#) Export option to manually export the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

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

MIDI Keyboard Routing

motif.factory has a facility to allow MIDI data from an additional MIDI input port, defined in the [MIDI Preferences](#) options dialog, to be routed to the port you have selected for motif.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 Motif sounds that you've sent from motif.factory to the Motif edit buffer.

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



The name of the menu option will change depending on the selected device.

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 motif.factory Library, your copy of motif.factory needs to be [registered](#).

Configuring the Library

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

Adding Objects to The Library

The following Objects can be added to the Library.

- Synthesizer
- Voices
- Drum Voices
- Plugin Voices
- Performances
- Multis
- Masters
- Arpeggios
- Patterns
- Songs
- Song Chains
- Mixing Voices
- Waves

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 [Motif Library Window](#).
- Using the copy and paste functions of the [Clipboard](#).

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

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

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

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

Copying Objects From The Library

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

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

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

Deleting Objects From The Library

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

Exporting Voices From The Library to the Motif

You can send Voices (Normal, Drum and Plugin) from the Library to the Motif edit buffer by right clicking over a selected object and selecting the **Export to Motif Edit Buffer** option from the context menu.

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

Extracting Files from the Library

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

saved. This option is also available for Files shown in the Library Tree View

List File Usage

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

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

New Author

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

Library Information ...

Opens the [Library Statistics](#) dialog.

Find and Goto Facilities

Find Dialog

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

Find Category Dialog

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

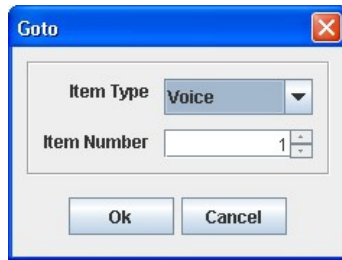
This option allows you to search, for example, for all string Voices in a file (assuming all Voices have been assigned a category). Note: only some Objects (such as Voices and Performances) have a category value.



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	<p>The type of Object to go to</p> <ul style="list-style-type: none">• The types of Objects that can be selected depends upon the type of file• If a Table View is selected then you can only go to the type of objects shown by the Table
Item Number	<p>The number of the Object to go to.</p> <ul style="list-style-type: none">• Note: At present Voice numbers can only be expressed in the 1-384 for the ES Rack and 1-256 for the ES Keyboards. The dialog does not understand the concept of Voice banks

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

Editing Features

motif.factory supports the following editing features:

- [General Editing Features](#)
- [Synth Editing Features](#)
- [Voice Editing Features](#)
- [Drum Voice Editing Features](#)
- [Plugin Voice Editing Features](#)
- [Performance Editing Features](#)
- [Multi Editing Features](#)
- [Master Editing Features](#)
- [Arpeggio Editing Features](#)
- [Pattern Editing Features](#)
- [Song Editing Features](#)
- [Song Chain Editing Features](#)
- [Mixing Voice Editing Features](#)
- [Wave Editing Features](#)
- [System Settings Editing Features](#)

General Editing Features

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

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

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

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

Please note:

- The objects you can see depends on the type of synth (keyboard or rack). For example, the ES Rack does not support Masters.
- The following table refers to ES Rack Multis; these are equivalent to ES Keyboard Mixing Templates.

Object Type	Move	Copy	Initialise	Rename	Insert	Delete	List	Sort	Export	Add To Library
Synth Object	Y	Y	Y	N	N	N	N	N	N	Y
Voice Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Voice	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Voice Element Collection	Y	Y	Y	N	N	N	N	N	N	N
Voice Element	Y	Y	Y	N	Y	Y	N	N	N	N
Voice Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Voice Reverb Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Voice Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Voice Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Voice Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Voice Controller Collection	Y	Y	Y	N	N	N	N	N	N	N
Voice Controller	Y	Y	Y	N	Y	Y	N	N	N	N
Voice Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Voice Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Voice Audition Phrase	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Drum Voice	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Drum Voice Drumkey Collection	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Drumkey	Y	Y	Y	N	Y	Y	N	N	N	N
Drum Voice Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Reverb Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Controller Collection	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Controller	Y	Y	Y	N	Y	Y	N	N	N	N
Drum Voice Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Drum Voice Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Drum Voice Audition Phrase	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Plugin Voice	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Plugin Voice Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Reverb Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Controller Collection	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Controller	Y	Y	Y	N	Y	Y	N	N	N	N
Plugin Voice Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Plugin Voice Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Plugin Voice Audition Phrase	Y	Y	Y	N	N	N	N	N	N	N
Performance Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Performance	Y	Y	Y	Y	Y	Y	N	N	N	Y
Performance Part Collection	Y	Y	Y	N	N	N	N	N	N	N

Performance Part	Y	Y	Y	N	Y	Y	N	N	N	N
Performance Plugin Part Collection	Y	Y	Y	N	N	N	N	N	N	N
Performance Plugin Part	Y	Y	Y	N	Y	Y	N	N	N	N
Performance Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Performance Reverb Unit	Y	Y	Y	N	N	N	N	N	N	N
Performance Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Performance Master EQ Unit	Y	Y	Y	N	N	N	N	N	N	N
Performance Master Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Performance Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Performance Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Performance Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Performance Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Performance Part Collection	Y	Y	Y	N	N	N	N	N	N	N
Performance Part	Y	Y	Y	N	Y	Y	N	N	N	N
Multi Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Multi	Y	Y	Y	Y	Y	Y	N	N	N	Y
Multi Part Collection	Y	Y	Y	N	N	N	N	N	N	N
Multi Part	Y	Y	Y	N	Y	Y	N	N	N	N
Multi Plugin Part Collection	Y	Y	Y	N	N	N	N	N	N	N
Multi Plugin Part	Y	Y	Y	N	Y	Y	N	N	N	N
Multi Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Multi Reverb Unit	Y	Y	Y	N	N	N	N	N	N	N
Multi Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Multi Master EQ Unit	Y	Y	Y	N	N	N	N	N	N	N
Multi Master Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Multi Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Multi Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Multi Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Multi Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Multi AD Part Collection	Y	Y	Y	N	N	N	N	N	N	N
Multi AD Part	Y	Y	Y	N	Y	Y	N	N	N	N
Master Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Master	Y	Y	Y	Y	Y	Y	N	Y	N	Y
Master Zone	Y	Y	Y	N	Y	Y	N	N	N	N
Arpeggio Collection	Y	Y	Y	N	N	N	N	Y	N	Y
Arpeggio	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Pattern Collection	Y	Y	Y	N	N	N	N	Y	N	Y
Pattern	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Song Collection	Y	Y	Y	N	N	N	N	Y	N	Y
Song	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Song Chain Collection	Y	Y	Y	N	N	N	N	N	N	Y
Song Chain	Y	Y	Y	N	N	N	N	N	N	Y
Mixing Voice Collection	Y	Y	Y	N	N	N	N	Y	Y	Y
Mixing Voice	Y	Y	Y	Y	Y	Y	Y	N	N	Y
Mixing Voice Element Collection	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Element	Y	Y	Y	N	Y	Y	N	N	N	N
Mixing Voice Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Reverb Effect Unit	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Chorus Unit	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Insert Effect Unit 1	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Insert Effect Unit 2	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Controller Collection	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Controller	Y	Y	Y	N	Y	Y	N	N	N	N
Mixing Voice Default Arpeggio	Y	Y	Y	N	N	N	N	N	N	N
Mixing Voice Arpeggio	Y	Y	Y	N	Y	Y	N	N	N	N
Mixing Voice Audition Phrase	Y	Y	Y	N	N	N	N	N	N	N
Wave Collection	Y	Y	Y	N	N	N	N	Y	N	Y
Wave	Y	Y	Y	Y	Y	Y	Y	N	N	Y
System Settings	Y	Y	Y	N	N	N	N	N	N	N
System Settings Effects Unit	Y	Y	Y	N	N	N	N	N	N	N
System Settings Master EQ Unit	Y	Y	Y	N	N	N	N	N	N	N
System Settings Master Effect Unit	Y	Y	Y	N	N	N	N	N	N	N

Copy/Move Object

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Collection Type	Objects Updated
Voice	Drum Voice Keys Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Drum Voice	Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Plugin Voice	Performance Plugin Parts Multi Plugin Parts Masters Song/Pattern Mixing Channels
User Arpeggios	Voices Drum Voices Plugin Voices Performances Multis, Mixes Mixing Voices
Songs	Song Chains Masters
Patterns	Masters
Mixing Voices	Song Mixes Pattern Mixes

Waves	Voices Drum Voices Song Mixes Pattern Mixes
-------	--

For example if you move a Voice within an file from Location 2 to Location 10, then any Performance Parts which are referencing Voices at Locations 2 and above will be updated to ensure they still reference the same Voices after the move operation as they were before the move operation.

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

When you are dragging certain Objects that can only be copied and not moved, don't forget that you need to hold down the **DRAG MODIFIER** key for the drag to be valid. For example, if you are dragging a preset Voice from the Motif Synthesizer Window onto a Performance Part then you must be performing a copy operation.

Here is a list of items that can only be copied and not moved

- Preset Voices
- Preset Drum Voices
- Preset GM Voices
- Preset GM Drum Voices
- Preset Waves
- Preset Arpeggios
- Preset Audition Phrases
- User Voices when dragged onto Performance Parts, Multi Parts, Drum Keys, Masters, Song Mixes or Pattern Mixes
- User Drum Voices when dragged onto Performance Parts, Multi Parts, Drum Keys, Masters, Song Mixes or Pattern Mixes
- User Plugin Voices when dragged onto Performance Parts, Multi Parts, Drum Keys, Song Mixes or Pattern Mixes
- User Arpeggios when dragged onto Voices, Drum Voices, Plugin Voices, Performances, Multis or Mixing Voices
- User Songs when dragged onto Song Chains or Masters
- User Patterns when dragged onto Masters
- User Mixing Voices when dragged onto Song/Pattern Mix Tracks
- User Waves when dragged onto Voice Elements, Drum Keys or Song/Pattern Mix Tracks

Initialise Object

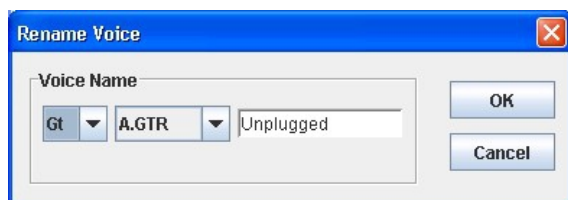
Initialises the selected Object to its default state.

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

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

Rename Object

Renames the selected Object using the following dialog:



Only one Object can be selected for renaming.

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

Object Type	Category?
Voice	Yes
Drum Voice	Yes
Plugin Voice	Yes
Performance	Yes
Multi	No
Master	No
Arpeggio	Yes

Master	No
Song	No
Pattern	No
Mixing Voice	Yes
Wave	Yes

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

To rename Objects in the [Table View](#), simply click in the **Category Cell** of the required Object to select the Category value from a drop down list, click in the **Sub Category Cell** of the required Object to select the Sub Category value from a drop down list, or double click in the **Name Cell** of the required Object to edit the name.

Insert Object

Inserts an Object into a Collection at the current location.

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

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

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

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

For example, a Voice Collection in an Motif ES Rack file can only contain 384 Voices, so if two Voices are inserted into the Collection then two Voices must be removed from the end of the Collection to maintain the correct size.

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

Collection Type	Objects Updated
Voice	Drum Voice Keys Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Drum Voice	Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Plugin Voice	Performance Plugin Parts Multi Plugin Parts Masters Song/Pattern Mixing Channels
User Arpeggios	Voices Drum Voices Plugin Voices Performances Multis, Mixes Mixing Voices
Songs	Song Chains Masters
Patterns	Masters
Mixing Voices	Song Mixes Pattern Mixes
Waves	Voices Drum Voices Song Mixes Pattern Mixes

For example if you insert a Voice into an file at Location 10, then any Performance Parts which are referencing Voices at Locations 10 and above will be updated to ensure they still reference the same Voices after the insert operation as they were before the insert operation.

Delete Object

Deletes an Object at the current location.

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

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

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

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

For example, a Voice Collection in a Motif ES Rack file must contain 384 Voices, so if two Voices are deleted from the Collection then two Voices must be added to the end of the Collection to maintain the correct size.

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

Collection Type	Objects Updated
Voice	Drum Voice Keys Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Drum Voice	Performance Parts Multi Parts Masters Song/Pattern Mixing Channels
Plugin Voice	Performance Plugin Parts Multi Plugin Parts Masters Song/Pattern Mixing Channels
User Arpeggios	Voices Drum Voices Plugin Voices Performances Multis, Mixes Mixing Voices
Songs	Song Chains Masters
Patterns	Masters
Mixing Voices	Song Mixes Pattern Mixes
Waves	Voices Drum Voices Song Mixes Pattern Mixes

For example if you delete a Voice from a file at Location 10, then any Performance Parts which are referencing Voices at Locations 10 and above will be updated to ensure they still reference the same Voices after the delete operation as they were before the delete operation.

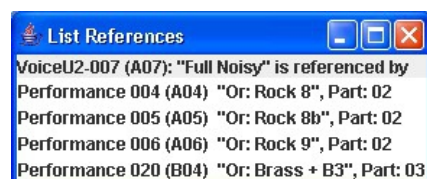
List Object References

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

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

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

The references are shown as follows:



The Object being referenced is shown at the top of the Dialog followed by the Objects referencing it.

Sort Objects

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

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

Object Type	Sort by Name	Sort By Category
Voices	Yes	Yes
Drum Voices	Yes	Yes
Plugin Voices	Yes	Yes
Performances	Yes	Yes
Multis	Yes	No
Masters	Yes	No
Arpeggios	Yes	No
Songs	Yes	No
Patterns	Yes	No
Mixing Voices	Yes	Yes
Waves	Yes	No

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

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

Synth Editing Features

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

- [Move](#)
- [Copy](#)
- [Initialise](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access these features, right click over the **Synth Object** to activate the **Synth Object's** Context Sensitive Menu.

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

For example, a **Synth Object** representing an SYSEX file is labelled:

[SYSEX File](#)

Import from Motif Memory

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

Export to Motif Memory

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

Voice Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Save As W7E File](#) (W7A and Sysex files only)
- [Save As W7V File](#) (W7A and Sysex files only)
- [Save As W9E File](#) (W7A and Sysex files only)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

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

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a Voice :

- [Voice Elements](#)
- [Voice Controllers](#)
- [Voice Effects](#)
- [Voice Arpeggiator Unit](#)
- [Voice Audition Unit](#) (Motif ES Rack)

Import from Motif Memory

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

You can import:

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

Export to Motif Memory

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

You can export:

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

Import from Motif Edit Buffer

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

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

Export to Motif Edit Buffer

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

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

Voice Element Editing Features

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

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

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

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

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

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

Set Wave

The Wave for an AWM Element can be set by drag copying a Preset Wave onto the Element.

In a W7A or W7V file you can also drag copy a User Wave onto the Element.

Please note, the drag operation for this is **COPY** only. E.g. you cannot **MOVE** a Preset Wave onto an Element.

Voice Effects Editing Features

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

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

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

A **Voice Effects Collection** can also be moved/copied via drag and drop to Drum Voices, Plugin Voices, Performances and Multis. If a **Voice Effects Collection** is copied to a Performance or Multi then only the child Reverb and Chorus Effects units are copied.

motif.factory supports the following editing operations upon the individual **Voice Effects Objects** (Reverb, Chorus, INS1 and INS2 effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Voice Effects can also be copied/moved via drag and drop to the corresponding effect type in Drum Voices, Plugin Voices, Performances and Multis and the System Master Effects. A Voice Insert Effect can be copied to a Performance, Multi or System Master Effect.

Voice Controller Editing Features

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

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

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

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

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

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

Voice Arpeggiator Editing Features

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

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

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

You can Copy/Move **Voice Arpeggiators** to/from **Drum Voice Arpeggiators**, **Plugin Voice Arpeggiators**, **Performance Arpeggiators** and **Multi Arpeggiators** as well as **Voice Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Voice is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

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

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

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

You can also drag copy a User Arpeggio in a W7A file onto a Voice's Arpeggiator as well (assuming the Voice is in the same W7A file).

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

Voice Audition Unit Editing Features

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

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

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

You can Copy/Move **Voice Audition Units** to Drum Voices and Plugin Voices.

Set Audition Phrase

Preset **Audition Phrases** from the [Motif Synthesizer Window](#) can be dragged onto a Voice's Audition Unit. Please note, the drag operation for this is **COPY** only. You cannot **MOVE** an Audition Phrase onto an Audition Unit.

Drum Voice Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Save As W7E File](#) (W7A and Sysex files only)
- [Save As W7V File](#) (W7A and Sysex files only)
- [Save As W9E File](#) (W7A and Sysex files only)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

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

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a Drum Voice :

- [Drum Voice Drumkeys](#)
- [Drum Voice Controllers](#)
- [Drum Voice Effects](#)
- [Drum Voice Arpeggiator Unit](#)
- [Drum Voice Audition Unit](#) (Motif ES Rack)

Import from Motif Memory

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

You can import:

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

Export to Motif Memory

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

You can export:

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

Import from Motif Edit Buffer

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

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

Export to Motif Edit Buffer

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

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

Drum Voice Drumkey Editing Features

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

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

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

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

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

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

Set Wave/Voice

The Wave or Voice for an AWM Drumkey can be set by drag copying a Preset Wave or Voice onto the Drumkey.

In a W7A or W7V file you can also drag copy a User Wave or User Voice onto the Drum Key.

Please note, the drag operation for this is **COPY** only. E.g. you cannot **MOVE** a Preset Wave onto a Drum Key.

Drum Voice Effects Editing Features

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

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

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

A **Drum Voice Effects Collection** can also be moved/copied via drag and drop to Voices, Plugin Voices, Performances and Multis. If a **Drum Voice Effects Collection** is copied to a Performance or Multi then only the child Reverb and Chorus Effects units are copied.

motif.factory supports the following editing operations upon the individual **Drum Voice Effects Objects** (Reverb, Chorus, INS1 and INS2 effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Drum Voice Effects can also be copied/moved via drag and drop to the corresponding effect type in Voices, Plugin Voices, Performances and Multis and the System Master Effects. A Voice Insert Effect can be copied to a Performance, Multi or System Master Effect.

Drum Voice Controller Editing Features

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

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

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

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

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

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

Drum Voice Arpeggiator Editing Features

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

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

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

You can Copy/Move **Drum Voice Arpeggiators** to/from **Voice Arpeggiators**, **Plugin Voice Arpeggiators**, **Performance Arpeggiators** and **Multi Arpeggiators** as well as **Drum Voice Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Drum Voice is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

- [Copy/Move](#)
- [Set Arpeggio](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Cut to Clipboard](#)

- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

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

You can also drag copy a User Arpeggio in a W7A file onto a Drum Voice's Arpeggiator as well (assuming the Drum Voice is in the same W7A file).

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

Drum Voice Audition Unit Editing Features

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

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

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

You can Copy/Move **Drum Voice Audition Units** to Voices and Plugin Voices.

Set Audition Phrase

Preset **Audition Phrases** from the [Motif Synthesizer Window](#) can be dragged onto a Drum Voice's Audition Unit. Please note, the drag operation for this is **COPY** only. You cannot **MOVE** an Audition Phrase onto an Audition Unit.

Plugin Voice Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Save As W7E File](#) (W7A and Sysex files only)
- [Save As W7V File](#) (W7A and Sysex files only)
- [Save As W9E File](#) (W7A and Sysex files only)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

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

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a Plugin Voice :

- [Plugin Voice Controllers](#)
- [Plugin Voice Effects](#)
- [Plugin Voice Arpeggiator Unit](#)
- [Plugin Voice Audition Unit](#) (Motif ES Rack)

Import from Motif Memory

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

You can import:

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

Export to Motif Memory

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

You can export:

- A SinglePlugin Voice
- A Selection of Plugin Voices
- All Plugin Voices by selecting the Plugin Voice Collection

Import from Motif Edit Buffer

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

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

Export to Motif Edit Buffer

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

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

Plugin Voice Effects Editing Features

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

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

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

A **Plugin Voice Effects Collection** can also be moved/copied via drag and drop to Voices, Drum Voices, Performances and Multis. If a **Plugin Voice Effects Collection** is copied to a Performance or Multi then only the child Reverb and Chorus Effects units are copied.

motif.factory supports the following editing operations upon the individual **Plugin Voice Effects Objects** (Reverb, Chorus, INS1 and INS2 effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Plugin Voice Effects can also be copied/moved via drag and drop to the corresponding effect type in Voices, Drum Voices, Performances and Multis and the System Master Effects. A Voice Insert Effect can be copied to a Performance, Multi or System Master Effect.

Plugin Voice Controller Editing Features

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

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

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

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

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

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

Plugin Voice Arpeggiator Editing Features

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

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

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

You can Copy/Move **Plugin Voice Arpeggiators** to/from **Voice Arpeggiators**, **Drum Voice Arpeggiators**, **Performance Arpeggiators** and **Multi Arpeggiators** as well as **Plugin Voice Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Plugin Voice is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

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

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

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

You can also drag copy a User Arpeggio in a W7A file onto a Plugin Voice's Arpeggiator as well (assuming the Plugin Voice is in the same W7A file).

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

Plugin Voice Audition Unit Editing Features

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

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

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

You can Copy/Move **Plugin Voice Audition Units** to Voices and Drum Voices.

Set Audition Phrase

Preset **Audition Phrases** from the [Motif Synthesizer Window](#) can be dragged onto a Plugin Voice's Audition Unit. Please note, the drag operation for this is **COPY** only. You cannot **MOVE** an Audition Phrase onto an Audition Unit.

Performance Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

Note: You can **copy** a **Performance Collection** to a **Multi Collection**. The parts in each Performance are copied to the first four parts in the corresponding Multi.

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Import from Motif Edit Buffer](#)
- [Export to Motif Edit Buffer](#) (only if available motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Performance** to a **Multi**. The parts in the Performance are copied to the first four parts in the destination Multi.

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a **Performance**:

- [Performance Parts](#)
- [Performance Plugin Parts](#)
- [Performance Effects](#)
- [Performance Arpeggiator Unit](#)
- [Performance AD Parts](#) (Motif ES Keyboard)

Import from Motif Memory

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

You can import:

- A Single Performance
- A Selection of Performances
- All Performances by selecting the Performance Collection

Export to Motif Memory

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

You can export:

- A Single Performance
- A Selection of Performances
- All Performances by selecting the Performance Collection

Import from Motif Edit Buffer

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

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

Export to Motif Edit Buffer

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

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

Performance Part Editing Features

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

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

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

Note: You can **copy** a **Performance Part Collection** to a **Multi Part Collection**. The parts in each Performance are copied to the first four parts in the corresponding Multi.

motif.factory supports the following editing operations upon the **Performance Part Objects** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Set Voice](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Set/Clear Layer Switch](#)
- [Set/Clear Insert Switch](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Performance Part** to a **Multi Part**.

Set Voice

A User Voice from the same file can be dragged onto a Performance Part to set the Voice used by the Performance Part.

Preset Voices from the [Motif Synthesizer Window](#) can be dragged onto Performance Parts as well.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** a Voice onto a Performance Part.

Set/Clear Layer Switch

The Set/Clear Layer Switch options can be found on the **Performance Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Layer Switch for the Part, as long as the maximum number of allowed Layer Switches is not exceeded
- Clear the Layer Switch for the Part

Note: this command is not available if more than one **Performance Part** is selected.

Set Clear Insert Switch

The Set/Clear Layer Switch options can be found on the **Performance Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Insert Switch for the Part, as long as the maximum number of allowed Insert Switches is not exceeded
- Clear the Insert Switch for the Part

Note: this command is not available if more than one **Performance Part** is selected.

Performance Plugin Part Editing Features

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

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

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

Note: You can **copy** a **Performance Plugin Part Collection** to a **Multi Plugin Part Collection**.

motif.factory supports the following editing operations upon the **Performance Plugin Part Objects** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Set Plugin Voice](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Set/Clear Insert Switch](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Performance Plugin Part** to a **Multi Plugin Part**.

Set Plugin Voice

A User Plugin Voice from the same file can be dragged onto a Performance Plugin Part to set the Plugin Voice used by the Performance Plugin Part.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** a Voice onto a Performance Part.

Set Clear Insert Switch

The Set/Clear Layer Switch options can be found on the **Performance Plugin Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Insert Switch for the Part, as long as the maximum number of allowed Insert Switches is not exceeded
- Clear the Insert Switch for the Part

Note: this command is not available if more than one **Performance Plugin Part** is selected.

Performance Effects Editing Features

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

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

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

A **Performance Effects Collection** can also be moved/copied via drag and drop to Voice, Drum Voice, Plugin Voices, Multis and the System Master Effects. If a **Performance Effects Collection** is copied to a Voice then the child Reverb and Chorus Effects units are copied, and the Master Effect is copied/moved to the first Insert Effect.

motif.factory supports the following editing operations upon the individual **Performance Effects Objects** (Reverb, Chorus, Master EQ and Master effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Performance Effects can also be copied/moved via drag and drop to the corresponding effect type in Voices, Drum Voices, Plugin Voices, Multis and the System Master Effects. A Performance Master Effect can be copied to a Voice, Drum Voice or Plugin Voice Insert Effect.

Motif ES Keyboard Performance Insert Effect Units are also supported.

Performance Arpeggiator Editing Features

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

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

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

You can Copy/Move **Performance Arpeggiators** to/from **Voice Arpeggiators**, **Drum Voice Arpeggiators**, **Plugin Voice Arpeggiators** and **Multi Arpeggiators** as well as **Performance Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Performance is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

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

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

Preset Arpeggios from the [Motif Synthesizer Window](#) can be dragged onto a Performance's Arpeggiator.

You can also drag copy a User Arpeggio in a W7A file onto a Performance's Arpeggiator as well (assuming the Performance is in the same W7A file).

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

Performance AD Part Editing Features

Note: AD Parts are not supported by the Motif Rack ES.

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

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

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

Note: You can **copy** a **Performance AD Part Collection** to a **Multi AD Part Collection**.

motif.factory supports the following editing operations upon the **Performance AD Part Objects** within the [Tree View](#) of a [Child Window](#):

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

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

Note: You can **copy** a **Performance AD Part** to a **Multi AD Part**.

Multi (Mix) Editing Features

Note: a **Multi** on a Motif ES Rack is equivalent to both a **Mix** in a Song or Pattern and a **Mixing Template** on the Motif ES Keyboards. A **Multi Part** is equivalent to a **Mix Track**. For brevity, this documentation just refers to **Multis** and **Multi Parts**.

In an ES keyboard W7A file, the Mixing Templates are shown as a separate collection in the same way that ES Rack multis are.

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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.

Note: You can **copy** a **Multi Collection** to a **Performance Collection**. The first four parts in each Multi are copied to the parts in the corresponding Performance.

motif.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 Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Import from Motif Edit Buffer](#)
- [Export to Motif Edit Buffer](#) (only if available motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Multi** to a **Performance**. The first four parts in the Multi are copied to the parts in the destination Multi.

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a **Multi**:

- [Multi Parts](#)
- [Multi Plugin Parts](#)
- [Multi Effects](#)
- [Multi Arpeggiator Unit](#)
- [Multi AD Parts](#) (Motif ES Keyboard)

Import from Motif Memory

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

You can import:

- A Single Multi
- A Selection of Multis
- All Multis by selecting the Multi Collection

Export to Motif Memory

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

You can export:

- A Single Multi
- A Selection of Multis
- All Multis by selecting the Multi Collection

Import from Motif Edit Buffer

Imports the Multi currently in the Motif Edit Buffer (i.e. the currently selected Multi on the Motif) to 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 Motif Edit Buffer

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

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

Multi Part Editing Features

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

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

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

Note: You can **copy** a **Multi Part Collection** to a **Performance Part Collection**. The first four parts in each Multi are copied to the parts in the corresponding Performance.

Note: If you copy an ES Keyboard Mixing template that contains Mixing Voices to an ES Rack keyboard file then the Mixing Voices are converted and copied to User Voices

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

- [Copy/Move](#)
- [Set Voice](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Set/Clear Layer Switch](#)
- [Set/Clear Insert Switch](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Multi Part** to a **Performance Part**.

Set Voice

A User Voice from the same file can be dragged onto a Multi Part to set the Voice used by the Multi Part.

If the Multi Part is actually a Mix Track under a Pattern or Song, then a Mixing Voice or Wave can be drag copied onto the Mix Track.

Preset Voices from the [Motif Synthesizer Window](#) can be dragged onto Multi Parts as well.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** a Voice onto a Multi Part.

Set/Clear Layer Switch

The Set/Clear Layer Switch options can be found on the **Multi Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Layer Switch for the Part, as long as the maximum number of allowed Layer Switches is not exceeded
- Clear the Layer Switch for the Part

Note: this command is not available if more than one **Multi Part** is selected.

Set Clear Insert Switch

The Set/Clear Layer Switch options can be found on the **Multi Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Insert Switch for the Part, as long as the maximum number of allowed Insert Switches is not exceeded
- Clear the Insert Switch for the Part

Note: this command is not available if more than one **Multi Part** is selected.

Multi Plugin Part Editing Features

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

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

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

Note: You can **copy** a **Multi Plugin Part Collection** to a **Performance Plugin Part Collection**.

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

- [Copy/Move](#)
- [Set Plugin Voice](#)
- [Initialise](#)
- [Insert](#)
- [Delete](#)
- [Set/Clear Insert Switch](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: You can **copy** a **Multi Plugin Part** to a **Performance Plugin Part**.

Set Plugin Voice

A User Plugin Voice from the same file can be dragged onto a Multi Plugin Part to set the Plugin Voice used by the Multi Plugin Part.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** a Voice onto a Multi Part.

Set Clear Insert Switch

The Set/Clear Layer Switch options can be found on the **Multi Plugin Part 's** Context Sensitive Menu.

Using the available options you can:

- Set the Insert Switch for the Part, as long as the maximum number of allowed Insert Switches is not exceeded
- Clear the Insert Switch for the Part

Note: this command is not available if more than one **Multi Plugin Part** is selected.

Multi Effects Editing Features

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

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

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

A **Multi Effects Collection** can also be moved/copied via drag and drop to Voice, Drum Voice, Plugin Voices, Performances and the System Master Effects. If a **Multi Effects Collection** is copied to a Voice then the child Reverb and Chorus Effects units are copied, and the Master Effect is copied/moved to the first Insert Effect.

motif.factory supports the following editing operations upon the individual **Multi Effects Objects** (Reverb, Chorus, Master EQ and Master effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Multi Effects can also be copied/moved via drag and drop to the corresponding effect type in Voices, Drum Voices, Plugin Voices, Performances and the System Master Effects. A Multi Master Effect can be copied to a Voice, Drum Voice or Plugin Voice Insert Effect.

Motif ES Keyboard Multi Insert Effect Units are also supported.

Multi Arpeggiator Editing Features

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

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

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

You can Copy/Move **Multi Arpeggiators** to/from **Voice Arpeggiators**, **Drum Voice Arpeggiators**, **Plugin Voice Arpeggiators** and **Performance Arpeggiators** as well as **Multi Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Multi is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

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

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

Preset Arpeggios from the [Motif Synthesizer Window](#) can be dragged onto a Multi's Arpeggiator.

You can also drag copy a User Arpeggio in a W7A file onto a Multi's Arpeggiator as well (assuming the Multi is in the same W7A file).

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

Multi AD Part Editing Features

Note: AD Parts are not supported by the Motif Rack ES.

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

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

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

Note: You can **copy** a **Multi AD Part Collection** to a **Performance AD Part Collection**.

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

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

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

Note: You can **copy** a **Multi AD Part** to a **Performance AD Part**.

Master Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Set Voice/Performance/Song/Pattern](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Import from Motif Memory](#)
- [Export to Motif Memory](#) (only available if motif.factory is [registered](#) and MIDI support is enabled)
- [Import from Motif Edit Buffer](#)
- [Export to Motif Edit Buffer](#) (only if available motif.factory is [registered](#) and MIDI support is enabled)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a **Master**:

- [Master Zones](#)

Import from Motif Memory

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

You can import:

- A Single Master
- A Selection of Masters
- All Masters by selecting the Master Collection

Export to Motif Memory

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

You can export:

- A Single Master
- A Selection of Masters
- All Masters by selecting the Master Collection

Import from Motif Edit Buffer

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

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

Export to Motif Edit Buffer

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

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

Set Voice/Performance/Song/Pattern

A Voice, Performance, Song or Pattern from the same file can be dragged onto a Master to set the Object referenced by the Master .

Preset Voices from the [Motif Synthesizer Window](#) can be dragged onto Masters as well.

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

Master Zone Editing Features

motif.factory supports the following editing operations upon the **Master Zone Objects** within the [Tree View](#) of a [Child Window](#):

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

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

Arpeggio Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Save As W7G File](#) (W7A files only)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: If an **Arpeggio** is colored red, then it is unused and it will not be saved to a file.

Pattern Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Save As W7P File](#) (W7A files only)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

The **Pattern's** [Mix](#) can also be edited.

Note: If a **Pattern** is colored red, then it is unused and it will not be saved to a file.

Song Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Save As W7S File](#) (W7A files only)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

The **Song's** [Mix](#) can also be edited.

Note: If a **Song** is colored red, then it is unused and it will not be saved to a file.

Song Chain Editing Features

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

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

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Set song](#)
- [Insert](#)
- [Delete](#)
- [Skip](#)
- [Stop](#)
- [End](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Set Song

A **User Song** from the same file can be dragged onto a **Song Chain** to set the Voice used by the **Song Chain**.

Please note, the drag operation for this is **COPY** only. You cannot **MOVE** a Song onto a Song Chain.

Song Chain Commands

A song chain command of **Skip**, **Stop**, or **End** can be set via the **Song Chain's** Context sensitive Menu.

Mixing Voice Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Sort by Category](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the following Objects that make up a Mixing Voice :

- [Mixing Voice Elements](#)
- [Mixing Voice Controllers](#)
- [Mixing Voice Effects](#)
- [Mixing Voice Arpeggiator Unit](#)

Mixing Voice Element Editing Features

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

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

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

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

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

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

Set Wave

The Wave for an AWM Element can be set by drag copying a Preset Wave onto the Element.

In a W7A or W7V file you can also drag copy a User Wave onto the Element.

Please note, the drag operation for this is **COPY** only. E.g. you cannot **MOVE** a Preset Wave onto an Element.

Mixing Voice Effects Editing Features

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

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

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

A **Mixing Voice Effects Collection** can also be moved/copied via drag and drop to Drum Mixing Voices, Plugin Mixing Voices, Performances and Multis. If a **Mixing Voice Effects Collection** is copied to a Performance or Multi then only the child Reverb and Chorus Effects units are copied.

motif.factory supports the following editing operations upon the individual **Mixing Voice Effects Objects** (Reverb, Chorus, INS1 and INS2 effects units) within the [Tree View](#) of a [Child Window](#):

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

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

Mixing Voice Effects can also be copied/moved via drag and drop to the corresponding effect type in Drum Mixing Voices, Plugin Mixing Voices, Performances and Multis and the System Master Effects. A Mixing Voice Insert Effect can be copied to a Performance, Multi or System Master Effect.

Mixing Voice Controller Editing Features

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

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

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

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

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

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

Context Sensitive Menu.

Mixing Voice Arpeggiator Editing Features

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

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

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

You can Copy/Move **Mixing Voice Arpeggiators** to/from **Drum Mixing Voice Arpeggiators**, **Plugin Mixing Voice Arpeggiators**, **Performance Arpeggiators** and **Multi Arpeggiators** as well as **Mixing Voice Arpeggiators**.

A Motif Arpeggiator Unit as shown in the [Tree View](#) shows the default arpeggio that plays when the Mixing Voice is first selected, and the five selectable arpeggios are shown as Child Objects. The following operations can be carried out on the five arpeggios

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

You can also drag copy one of the five arpeggios onto the Arpeggio unit to set the default arpeggio. Please note, the drag operation for this is **COPY** only.

Set Arpeggio

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

You can also drag copy a User Arpeggio in a W7A file onto a Mixing Voice's Arpeggiator as well (assuming the Mixing Voice is in the same W7A file).

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

Wave Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Save As W7W File](#) (W7A files only)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [List References](#)
- [Add To Library](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

Note: If a **Wave** is colored red, then it is unused and it will not be saved to a file.

A Wave can be drag copied onto a Voice Element (normal, drum or mixing), or a Mix Track

System Configuration Editing Features

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

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

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

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

Within the [Tree View](#) of a [Child Window](#) you can also directly edit the [System Effects](#)

System Configuration Master Effects Editing Features

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

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

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

A **Master Effects Collection** can also be moved/copied via drag and drop to Performances and Multis.

motif.factory supports the following editing operations upon the individual **Master Effects Objects** (Master EQ and Master effects units) within the [Tree View](#) of a [Child Window](#):

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

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

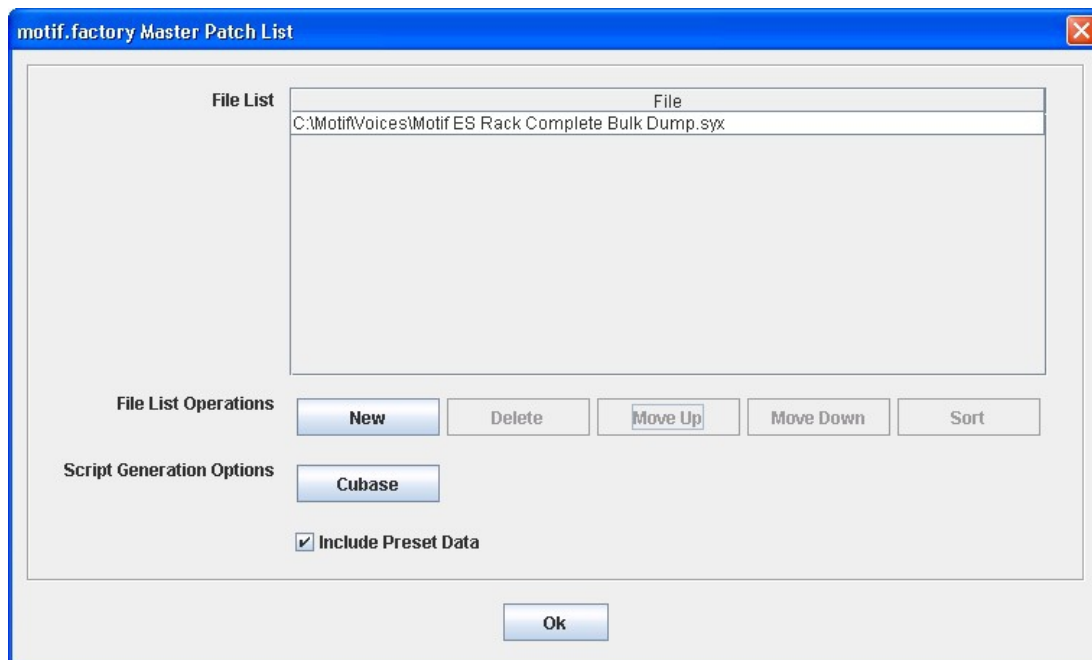
Master Effects can also be copied/moved via drag and drop to the corresponding effect type in Performances and the System Master Effects.

Master Patch List

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

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

The Master Patch List dialog is shown below:



This dialog has the following options:

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

Generating The Cubase Master Patch List

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

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

1. In Windows Explorer select **Folder Options** from the **Tools** menu and click the **View** tab.
2. Look down the **Advanced Settings** list and find the **Hidden Files and Folders** option.
3. Select the **Show Hidden Files and Folders** sub option.
4. Select **OK** to close the dialog.

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

Configuring Cubase to Use the Master Patch List

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

Within Cubase:

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

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

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

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

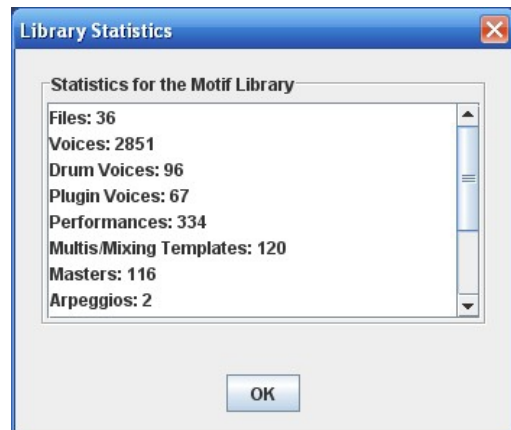
You can now scroll through the lists to find a Voice, and you can also type in filter text to quickly look for a Voice.

Library Statistics

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

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

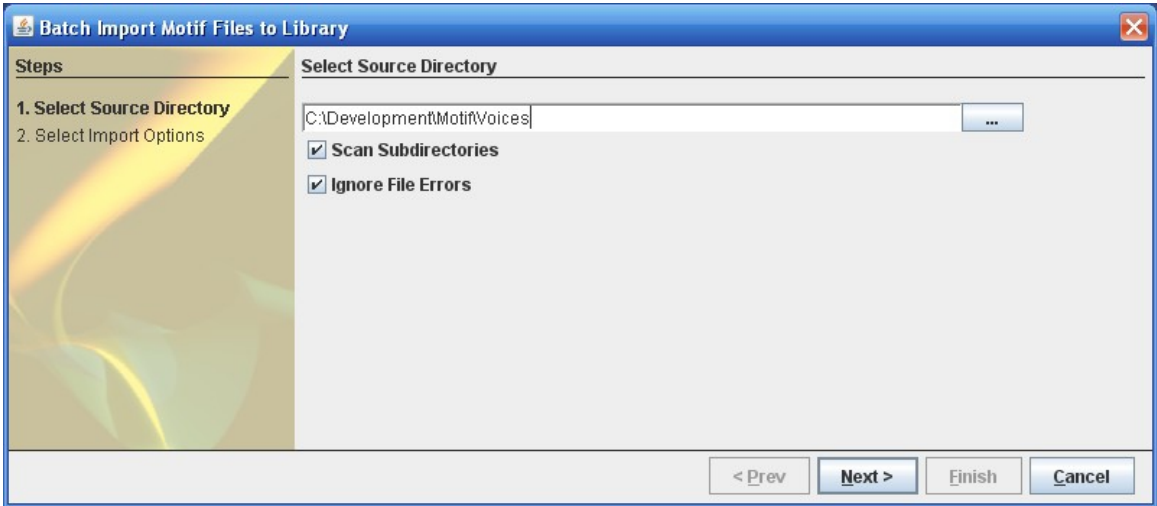
The Batch Import To Library Wizard provides a means for you to import several Motif files to the library in one go.

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

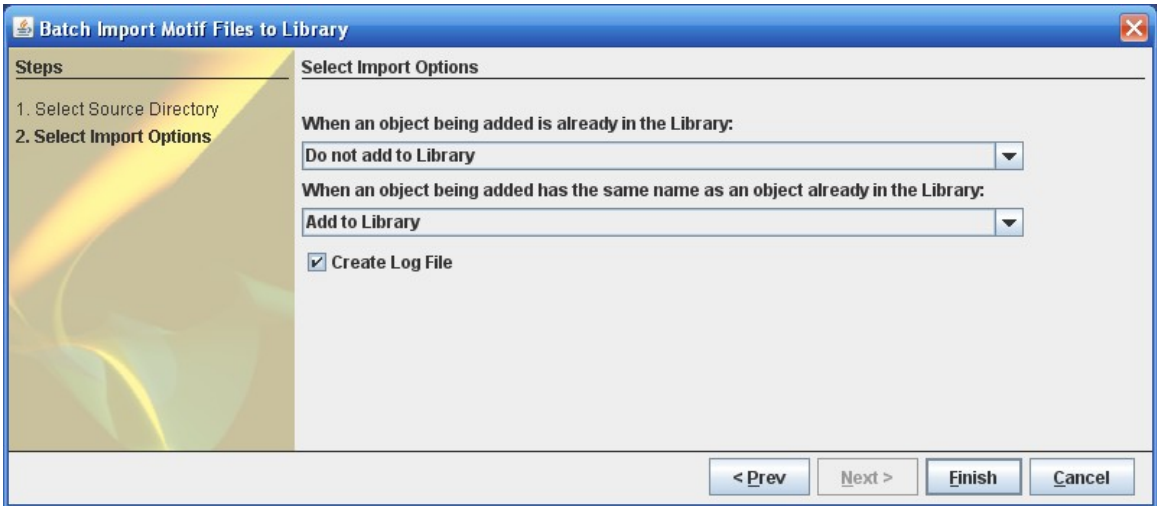


This page has the following options

Source Directory	<p>You can type the name of the source directory in this control.</p> <p>Or if you click the [...] button to the right of the line, this will bring up a file selector dialog.</p>
Scan Subdirectories	<p>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.</p> <p>If this control is not checked then any subdirectories in the source directory will be ignored.</p>
Ignore File Errors	<p>If this control is not checked then any errors detected during file loading will halt the conversion process.</p> <p>If this control is checked then these errors are ignored, but are logged if logging is enabled.</p>

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	<p>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:</p> <ul style="list-style-type: none">• 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: <ul style="list-style-type: none"> • Add to Library (with a new name) • Do not add to Library • Overwrite Object in the Library
Create Log File	If this control is checked then a log file is created in the destination directory. This log file is called "Log File.txt", and can be opened with any text editor

Using the Batch Importer

Using the importer is quite simple.

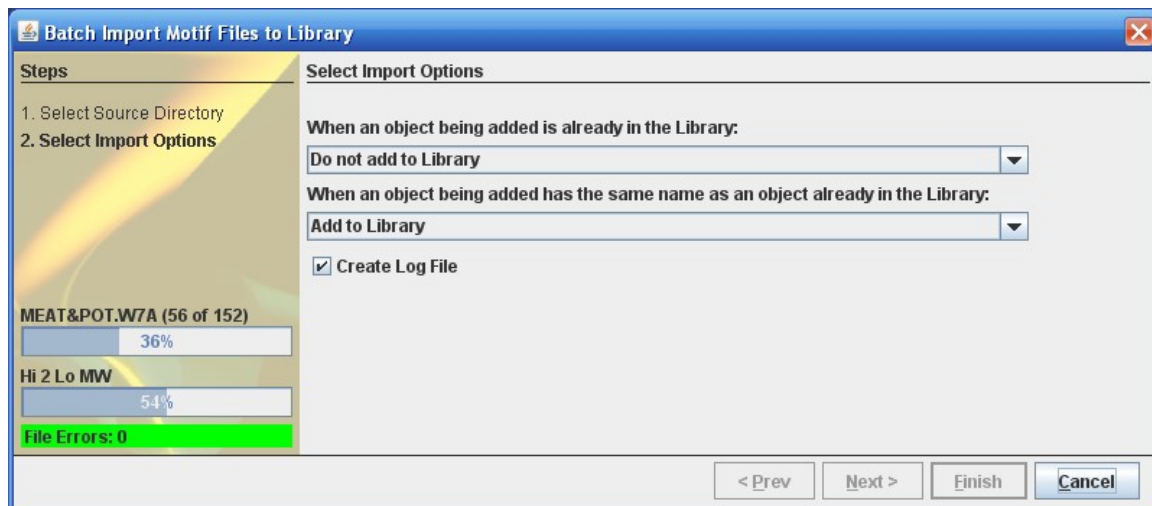
Importing a Motif file takes about 20 seconds, so if you have a lot of files to import, be prepared to leave the importer running for a while! The import of a file will be slower if you have a large library as motif.factory needs to check to duplicate data, so the larger the library the more data the 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.

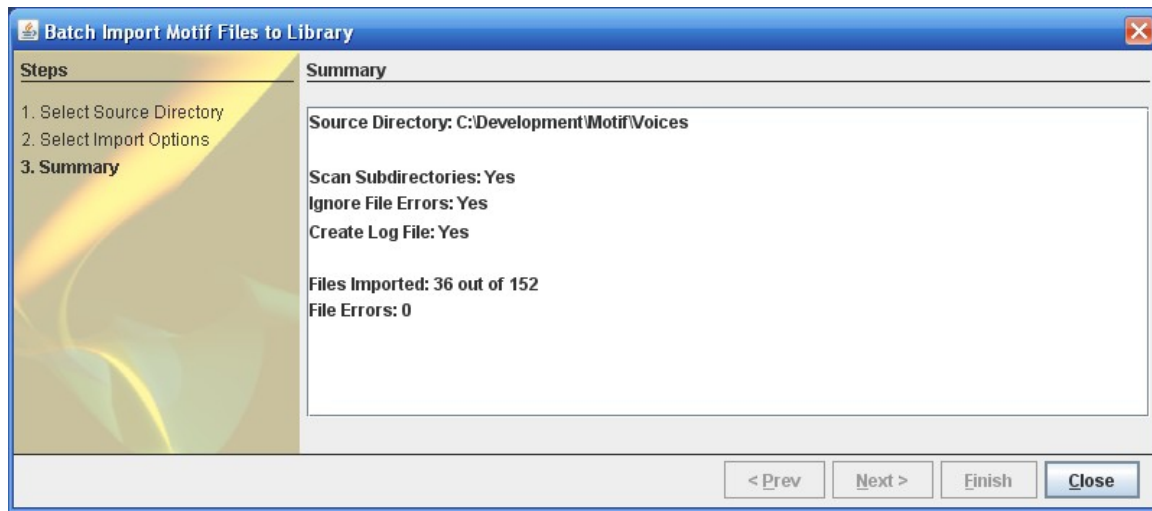


There is a progress bar that shows the progress for all the files that the importer has detected, and a progress bar for the objects in the file currently being imported.

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 motif.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 motif.factory preferences are accessed via the [View](#) menu **Preferences ...** option.

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

- [Device Type Preferences](#)
- [Voice Preferences](#)
- [Performance Preferences](#)
- [Multi Preferences](#)
- [Master Preferences](#)
- [Song Chain Preferences](#)
- [System Preferences](#)
- [MIDI Preferences](#)
- [Default View Preferences](#)
- [Library Preferences](#)
- [Miscellaneous Preferences](#)

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

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

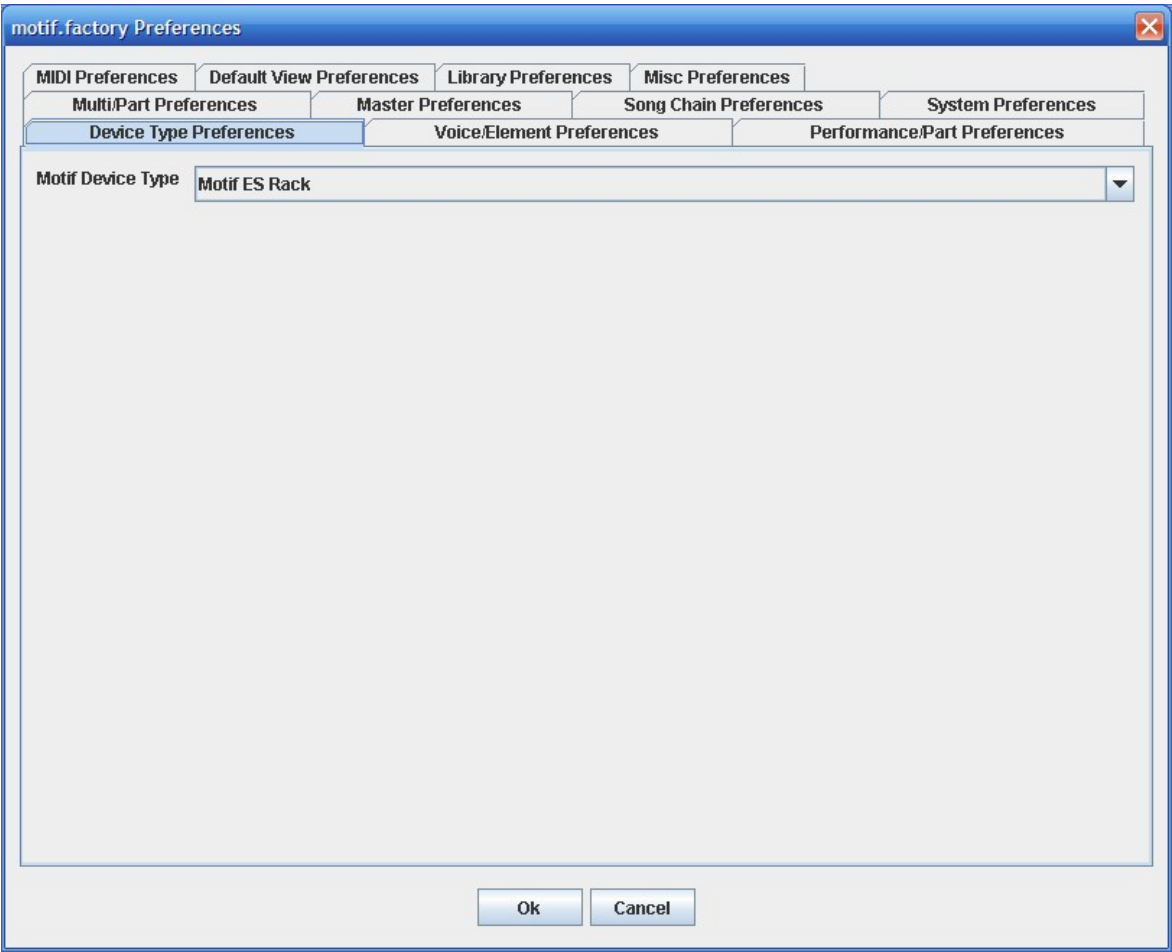
Note: The options to copy referenced Objects with "parent" Objects (e.g. moving Voices with Performances) work by:

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

All the above options are sensitive to what is being dragged. For example a Performance Part, Performance Part Branch, Performance or Performance Branch can be dragged and the necessary Objects will be copied

Device Type Preferences

The Device Type Preferences tab is shown below:

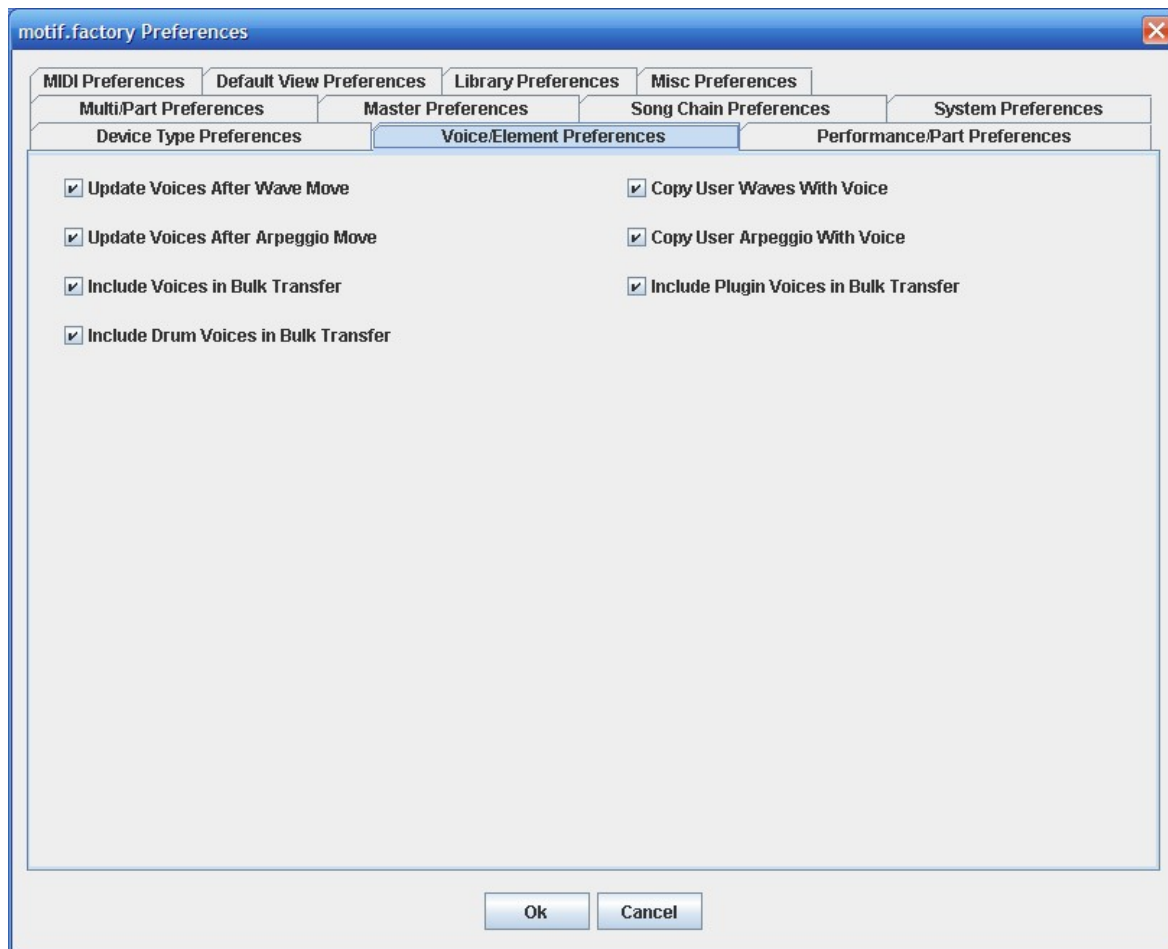


This tab has the following options:

Motif Device Type	<p>Allows you to select the type of Motif you have from the following options:</p> <ul style="list-style-type: none">• Motif ES6• Motif ES7• Motif ES8• Motif ES Rack <p>This parameter is used by motif.factory to:</p> <ul style="list-style-type: none">• Check for the expected device type during startup• When testing the MIDI interface.• When creating SYSEX files to, for example, create the correct number of voices.
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Voice Preferences

The Voice Preferences tab is shown below:

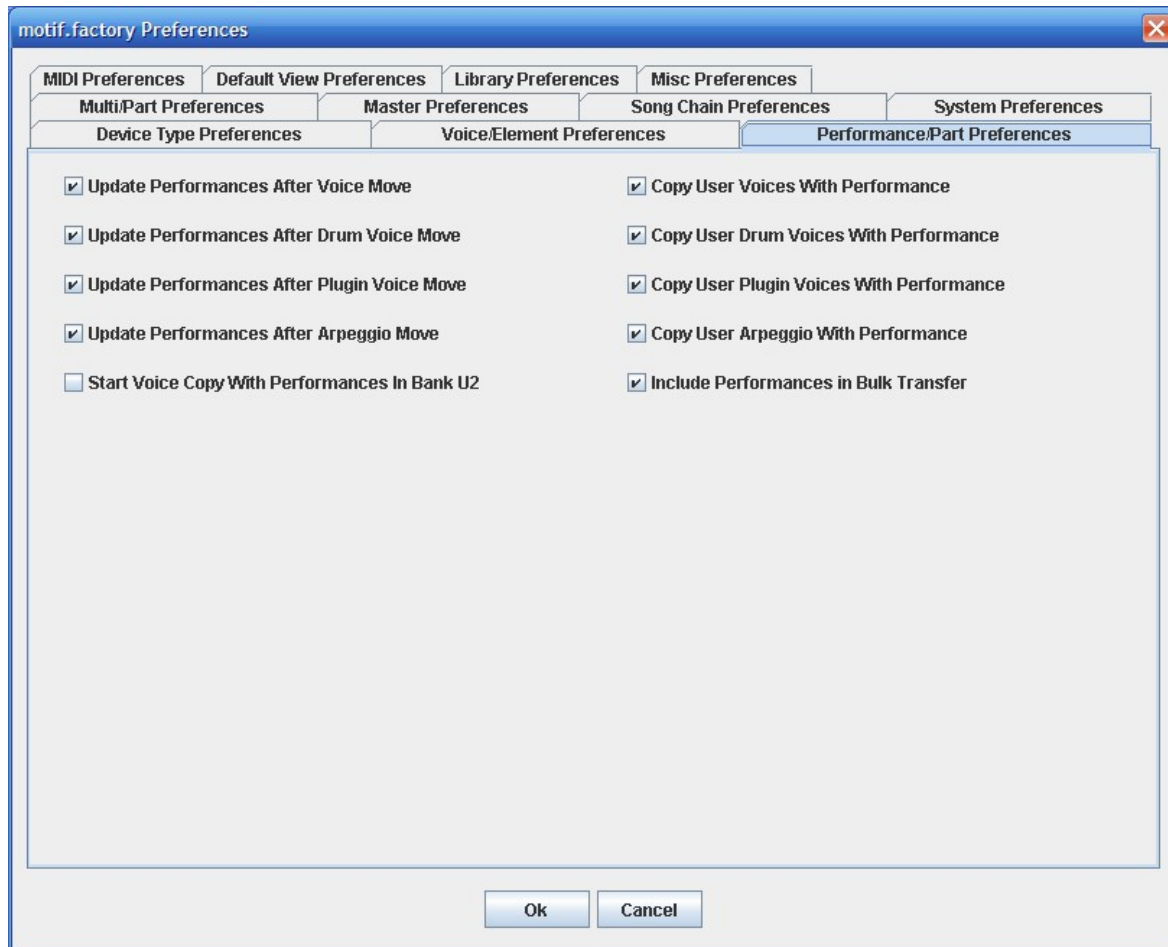


This tab has the following options:

Update Voices After Wave Move	If you move a Wave within a file then the Voices and their Elements are updated to ensure that the correct references to User Waves are maintained.
Update Voices After Arpeggio Move	If you move a User Arpeggio within a file then the Waves are updated to ensure that the correct references to User Arpeggios are maintained.
Copy User Waves With Voice	If you move or copy a Voice from a file to another file, then any User Waves referenced by the Voice and its Elements are also copied to the destination file if the Waves are not already present in the destination file.
Copy User Arpeggios With Voice	If you move or copy a Voice from a file to another file, then any User Arpeggios referenced by the Voice are also copied to the destination file if the User Arpeggios are not already present in the destination file.
Include Voices In Bulk Transfer	When this option is checked, the Voices are included in MIDI bulk transfers.
Include Drum Voices In Bulk Transfer	When this option is checked, the Drum Voices are included in MIDI bulk transfers. You may wish to uncheck this option if you don't use Drum Voices.
Include Plugin Voices In Bulk Transfer	When this option is checked, the Plugin Voices are included in MIDI bulk transfers. You may wish to uncheck this option if you don't use Plugin Voices.

Performance Preferences

The Performance Preferences tab is shown below:



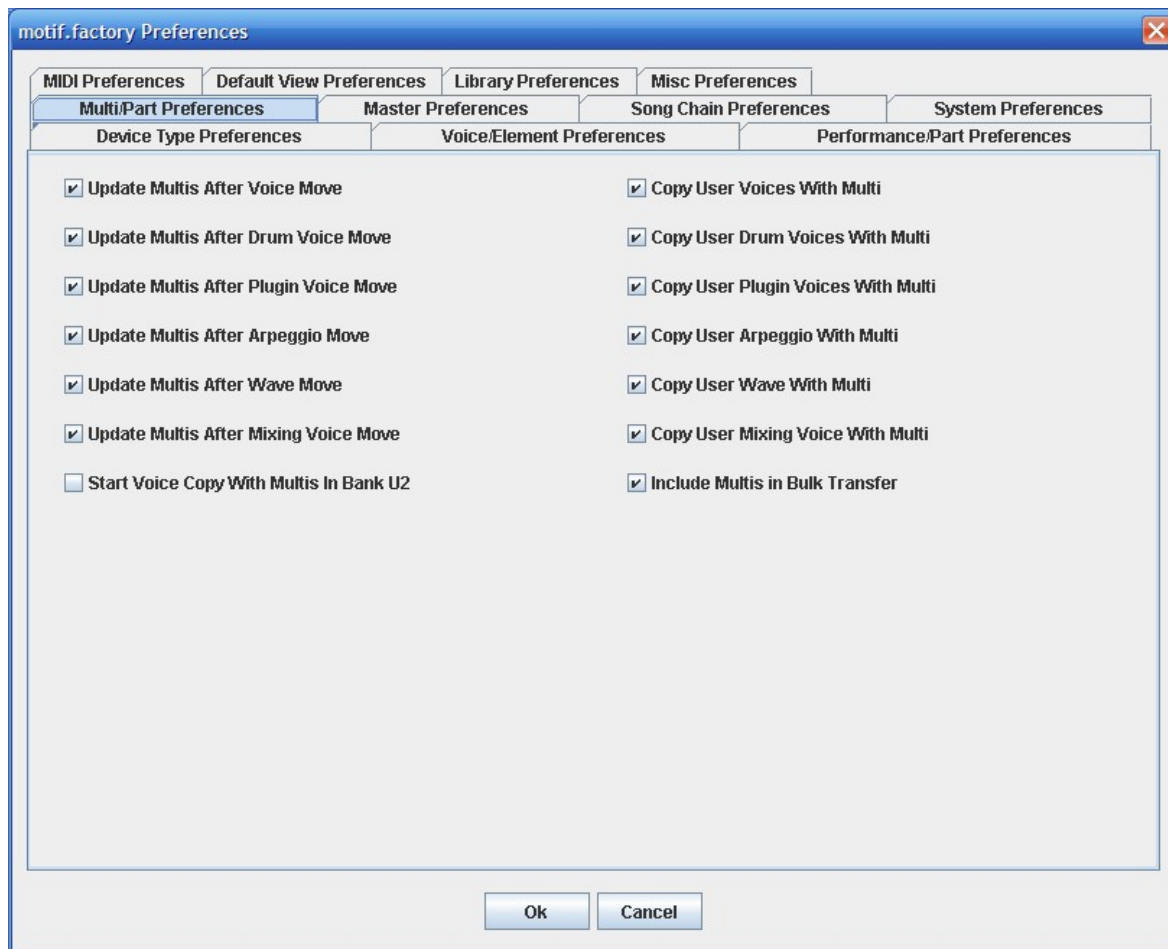
This tab has the following options:

Update Performances After Voice Move	If you move a Voice within a file then the Performances and their Parts are updated to ensure that the correct references to User Voices are maintained.
Update Performances After Drum Voice Move	If you move a Drum Voice within a file then the Performances and their Parts are updated to ensure that the correct references to User Drum Voices are maintained.
Update Performances After Plugin Voice Move	If you move a Plugin Voice within a file then the Performances and their Plugin Parts are updated to ensure that the correct references to User Plugin Voices are maintained.
Update Performances After Arpeggio Move	If you move a User Arpeggio within a file then the Performances are updated to ensure that the correct references to User Arpeggios are maintained.
Copy User Voices With Performance	If you move or copy a Performance from a file to another file, then any User Voices referenced by the Performance and its Parts are also copied to the destination file if the Voices are not already present in the destination file.
Copy User Drum Voices With Performance	If you move or copy a Performance from a file to another file, then any User Drum Voices referenced by the Performance and its Parts are also copied to the destination file if the Drum Voices are not already present in the destination file.
Copy User Plugin Voices With Performance	If you move or copy a Performance from a file to another file, then any User Plugin Voices referenced by the Performance and its Parts are also copied to the destination file if the Plugin Voices are not already present in the destination file.
Copy User Arpeggios With Performance	If you move or copy a Performance from a file to another file, then any User Arpeggios referenced by the Performance are also copied to the destination file if the User Arpeggios are not already present in the destination file.

Start Voice Copy With Performances In Bank U2	If this option is selected then when Voices are copied to a new file along with Performances the Voices are copied into bank U2 only. Hint: this option was requested by a user who wished to have Voice Bank U1 free for his Voices not used by Performances with Bank U2 used for storing Voices that are used by Performances.
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Multi Preferences

The Multi Preferences tab is shown below:



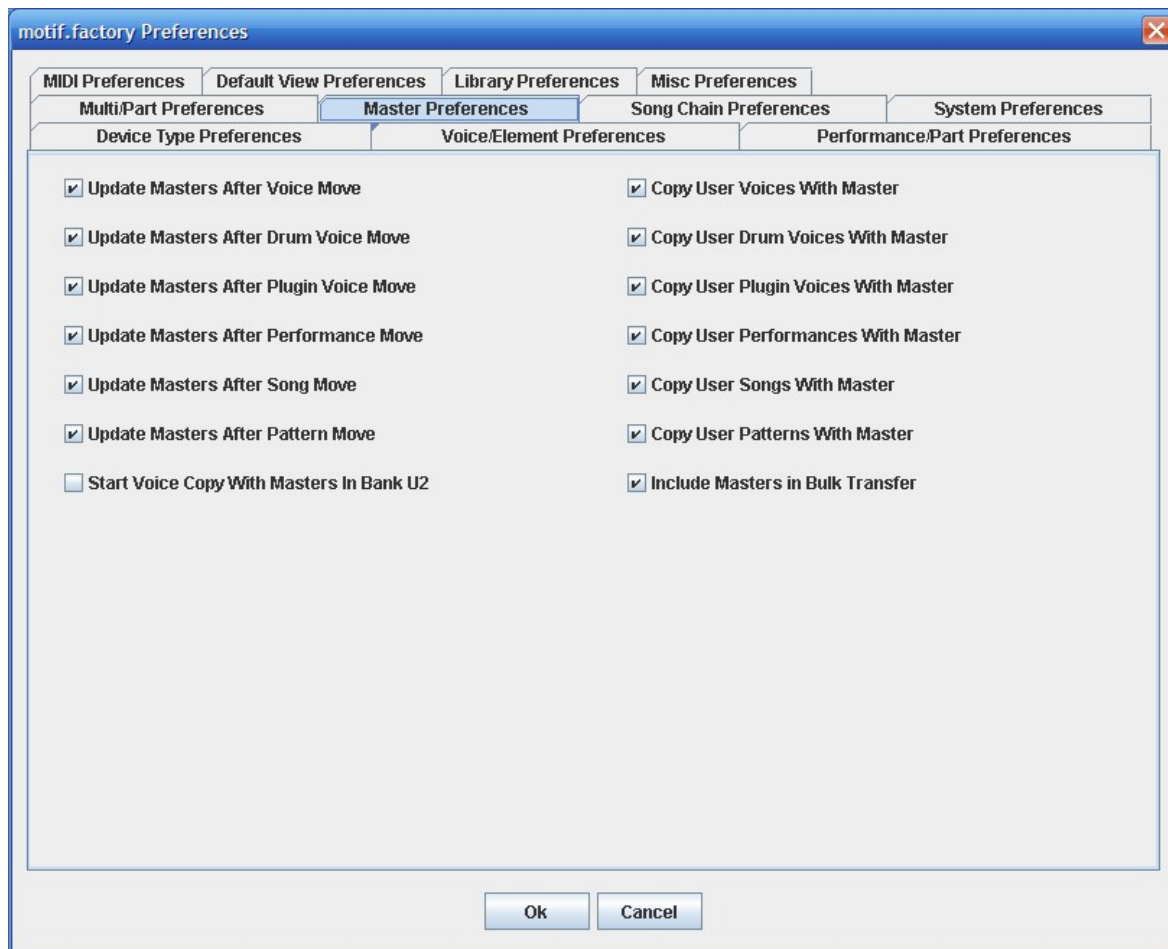
This tab has the following options:

Update Multis After Voice Move	If you move a Voice within a file then the Multis and their Parts are updated to ensure that the correct references to User Voices are maintained.
Update Multis After Drum Voice Move	If you move a Drum Voice within a file then the Multis and their Parts are updated to ensure that the correct references to User Drum Voices are maintained.
Update Multis After Plugin Voice Move	If you move a Plugin Voice within a file then the Multis and their Plugin Parts are updated to ensure that the correct references to User Plugin Voices are maintained.
Update Multis After Arpeggio Move	If you move a User Arpeggio within a file then the Multis are updated to ensure that the correct references to User Arpeggios are maintained.
Copy User Voices With Multi	If you move or copy a Multi from a file to another file, then any User Voices referenced by the Multi and its Parts are also copied to the destination file if the Voices are not already present in the destination file.
Copy User Drum Voices With Multi	If you move or copy a Multi from a file to another file, then any User Drum Voices referenced by the Multi and its Parts are also copied to the destination file if the Drum Voices are not already present in the destination file.
Copy User Plugin Voices With Multi	If you move or copy a Multi from a file to another file, then any User Plugin Voices referenced by the Multi and its Parts are also copied to the destination file if the Plugin Voices are not already present in the destination file.
Copy User Arpeggios With Multi	If you move or copy a Multi from a file to another file, then any User Arpeggios referenced by the Multi are also copied to the destination file if the User Arpeggios are not already present in the destination file.

Start Voice Copy With Multis In Bank U2	If this option is selected then when Voices are copied to a new file along with Multis the Voices are copied into bank U2 only. Hint: this option was requested by a user who wished to have Voice Bank U1 free for his Voices not used by Multis with Bank U2 used for storing Voices that are used by Multis.
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Master Preferences

The Master Preferences tab is shown below:



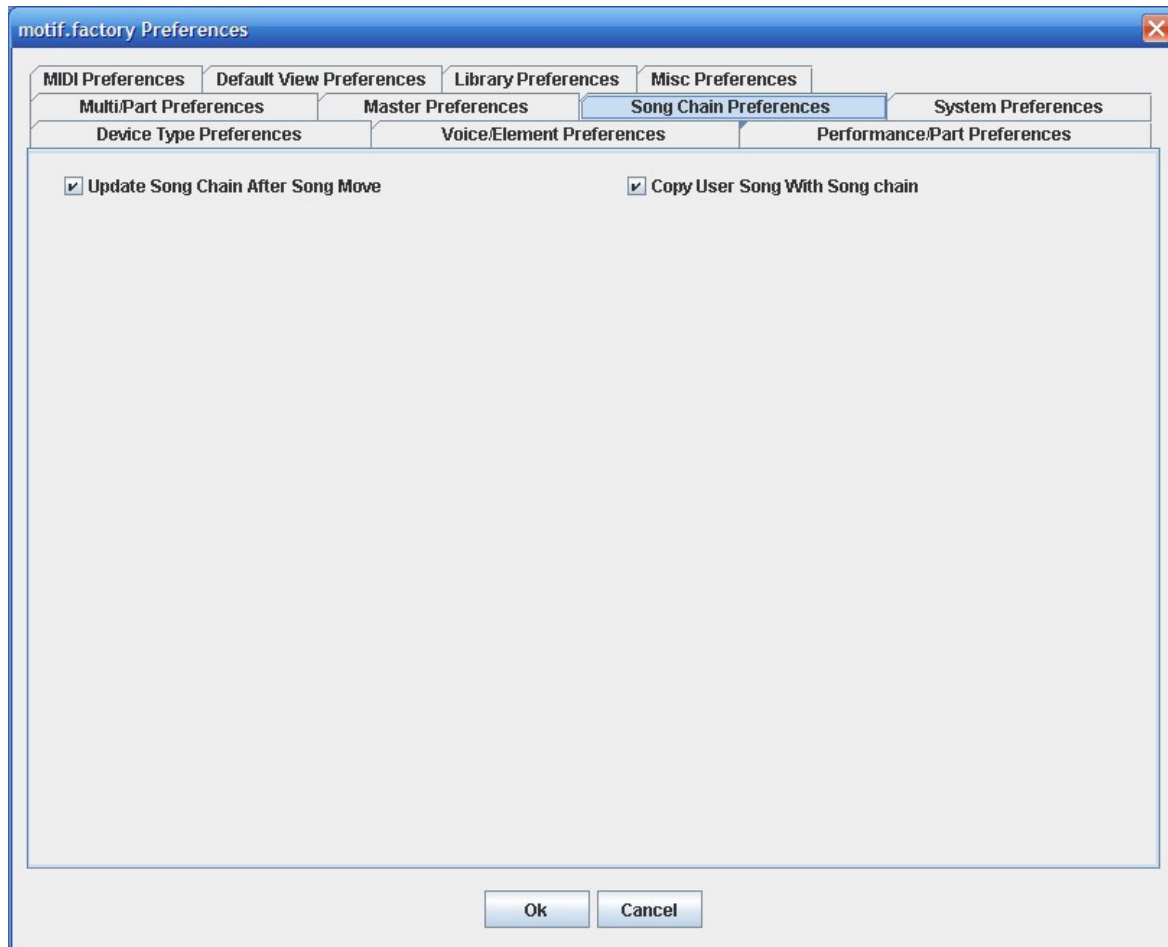
This tab has the following options:

Update Masters After Voice Move	If you move a Voice within a file then the Masters are updated to ensure that the correct references to User Voices are maintained.
Update Masters After Drum Voice Move	If you move a Drum Voice within a file then the Masters are updated to ensure that the correct references to User Drum Voices are maintained.
Update Masters After Plugin Voice Move	If you move a Plugin Voice within a file then the Masters are updated to ensure that the correct references to User Plugin Voices are maintained.
Update Masters After Performance Move	If you move a User Performance within a file then the Masters are updated to ensure that the correct references to User Performances are maintained.
Update Masters After Song Move	If you move a User Song within a file then the Masters are updated to ensure that the correct references to User Songs are maintained.
Update Masters After Pattern Move	If you move a User Pattern within a file then the Masters are updated to ensure that the correct references to User Patterns are maintained.
Copy User Voices With Master	If you move or copy a Master from a file to another file, then any User Voices referenced by the Master are also copied to the destination file if the Voices are not already present in the destination file.
Copy User Drum Voices With Master	If you move or copy a Master from a file to another file, then any User Drum Voices referenced by the Master are also copied to the destination file if the Drum Voices are not already present in the destination file.
Copy User Plugin Voices With Master	If you move or copy a Master from a file to another file, then any User Plugin Voices referenced by the Master are also copied to the destination file if the Plugin Voices are not already present in the destination file.

Copy User Performances With Master	If you move or copy a Master from a file to another file, then any User Performances referenced by the Master are also copied to the destination file if the User Performances are not already present in the destination file.
Copy User Songs With Master	If you move or copy a Master from a file to another file, then any User Songs referenced by the Master are also copied to the destination file if the User Songs are not already present in the destination file.
Copy User Patterns With Master	If you move or copy a Master from a file to another file, then any User Patterns referenced by the Master are also copied to the destination file if the User Patterns are not already present in the destination file.
Start Voice Copy With Masters In Bank U2	If this option is selected then when Voices are copied to a new file along with Masters the Voices are copied into bank U2 only. Hint: this option was requested by a user who wished to have Voice Bank U1 free for his Voices not used by Masters, with Bank U2 used for storing Voices that are used by Masters.
Include Masters In Bulk Transfer	When this option is checked, the Masters are included in MIDI bulk transfers. You may wish to uncheck this option if you don't use Masters.

Song Chain Preferences

The Song Chain Preferences tab is shown below:

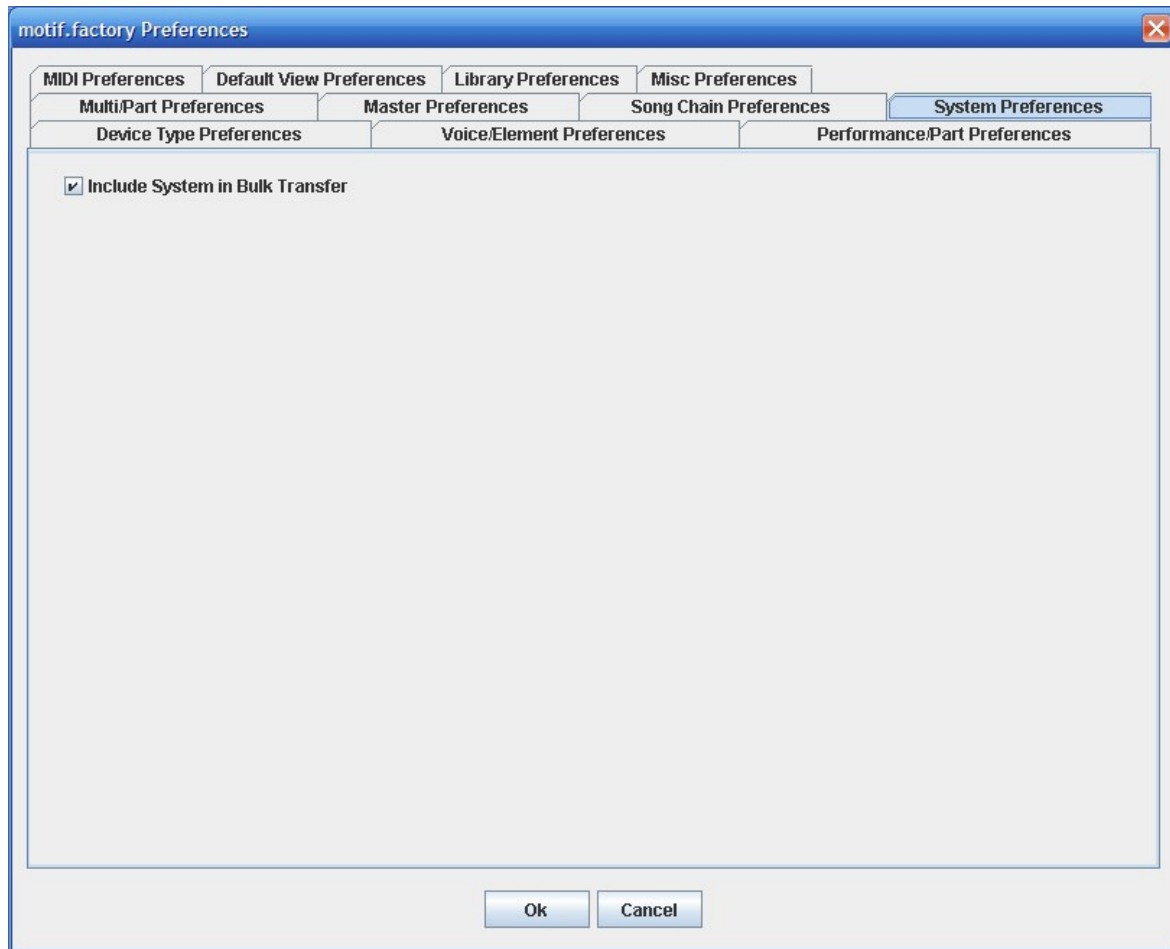


This tab has the following options:

Update Song Chains After Song Move	If you move a Song within a file then the Song Chains are updated to ensure that the correct references to User Songs are maintained.
Copy User Songs With Song Chain	If you move or copy a Song Chain from a file to another file, then any User Songs referenced by the Song Chain are also copied to the destination file if the Songs are not already present in the destination file.

System Preferences

The System Preferences tab is shown below:

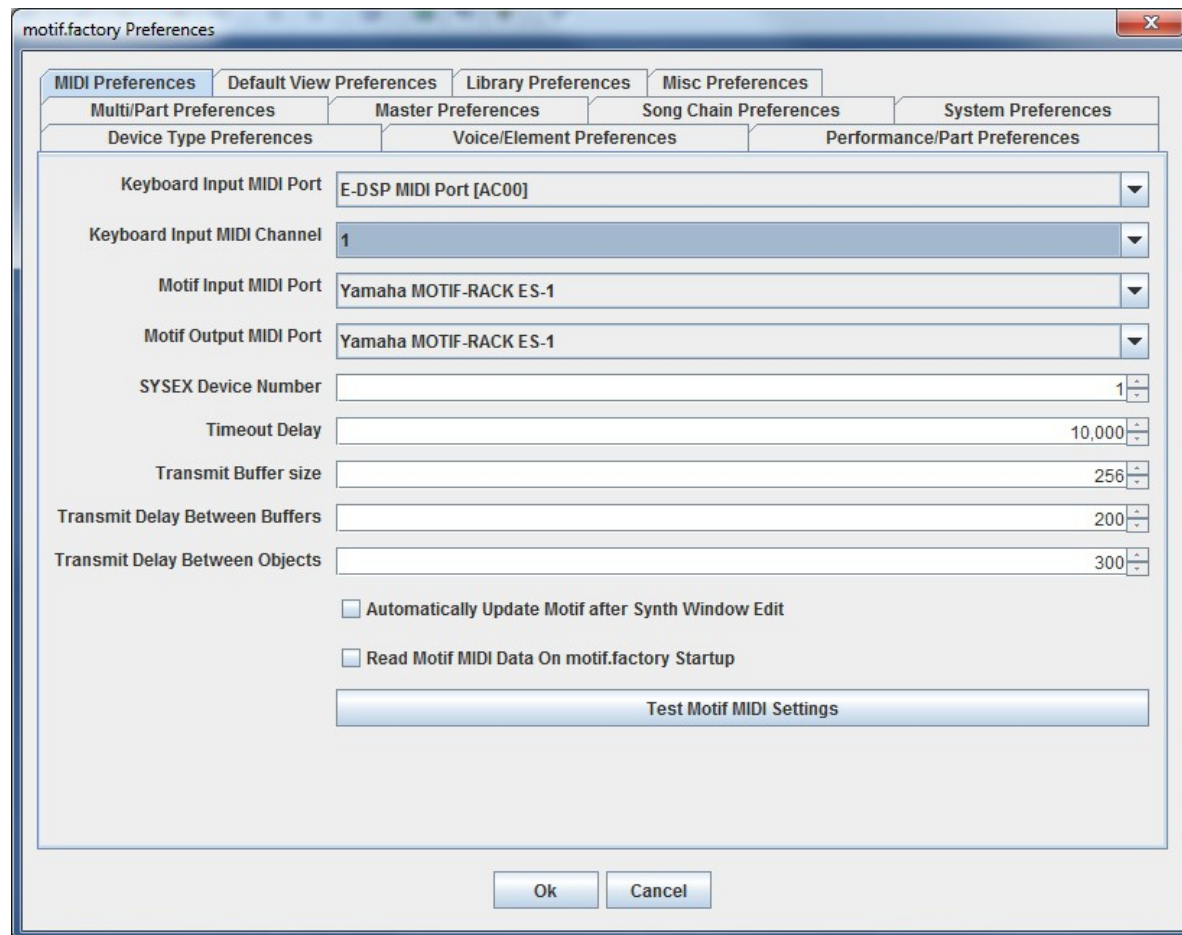


This tab has the following options:

Include System 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 transfer the system settings.
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MIDI Preferences

The MIDI Preferences tab is shown below:



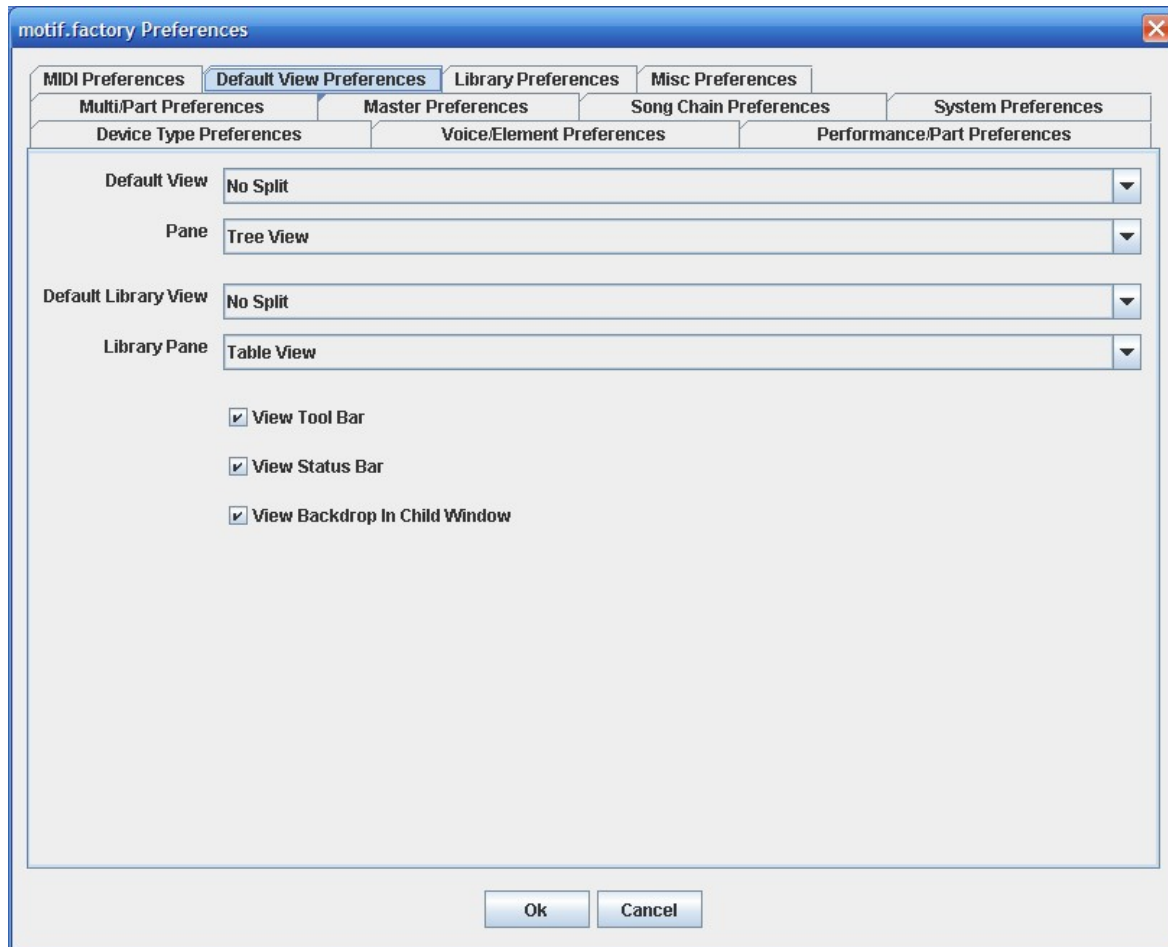
This tab has the following options:

Keyboard Input MIDI Port	Sets the port used for accepting MIDI data from a keyboard and routing it to the output MIDI port using the MIDI Router Dialog.
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.
Motif Input MIDI Port	Sets the port used for MIDI input from Motif from the available ports.
Motif Output MIDI Port	Sets the port used for MIDI output to the Motif from the available ports.
SYSEX Device Number	Sets the SYSEX device number used for SYSEX transfers. This must match the Device No value set in the Motif's Utility Mode MIDI tab. If the Motif Device No is set to all then it will receive all Motif SYSEX messages irrespective of the device number in the message.
Timeout Delay	Sets the time that motif.factory waits for a response from the Motif 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 Motif. 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 motif.factory waits for between sending buffer sized data packets. The value is specified in milliseconds.
Transmit Delay Between Objects	This sets the delay that motif.factory waits for after sending a complete object. The value is specified in milliseconds.
Automatically Update Motif after Synth Window Edit	When this option is checked, if the Motif Synthesizer Window is edited then the edited data will be automatically sent to the Motif.
Read Motif MIDI Data On motif.factory Startup	When this option is checked the data is read from the Motif during the motif.factory startup phase.

Test Midi Settings	<p>Tests to see if MIDI comms is working using the specified values. The test:</p> <ol style="list-style-type: none"> 1. Send a Device ID Request 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 reported Device ID matches the setting specified in the Device Type Preferences tab. If the device type does not match then an error message is displayed
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Default View Preferences

The Default View Preferences tab is shown below:

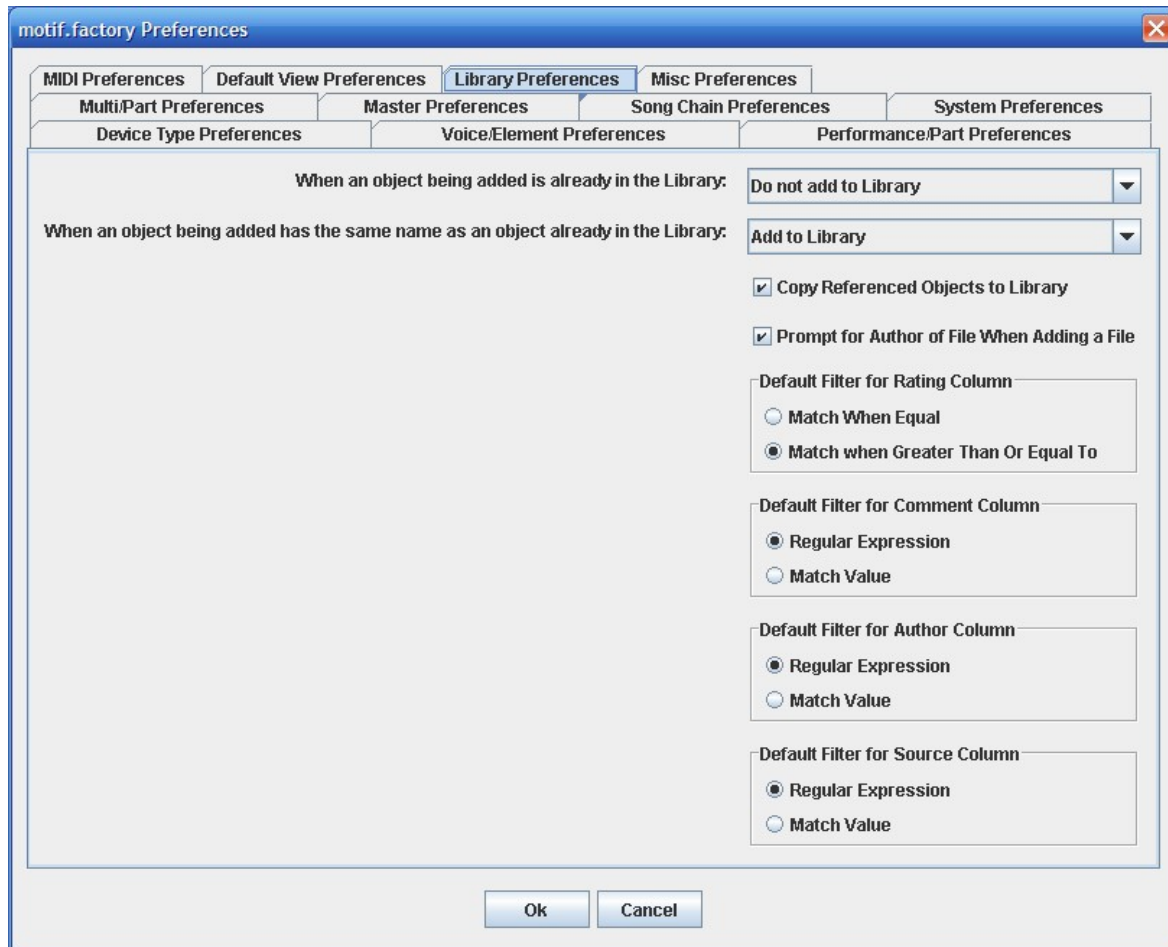


Default View	<p>Defines the type of view that is applied to a Child Window when it is first opened.</p> <p>The following options are available:</p> <ul style="list-style-type: none"> • No Split • Horizontal Split • Vertical Split
Pane/Left Pane/Top Pane	<p>Defines the type of view shown in the single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

The Library Preferences tab is shown below:



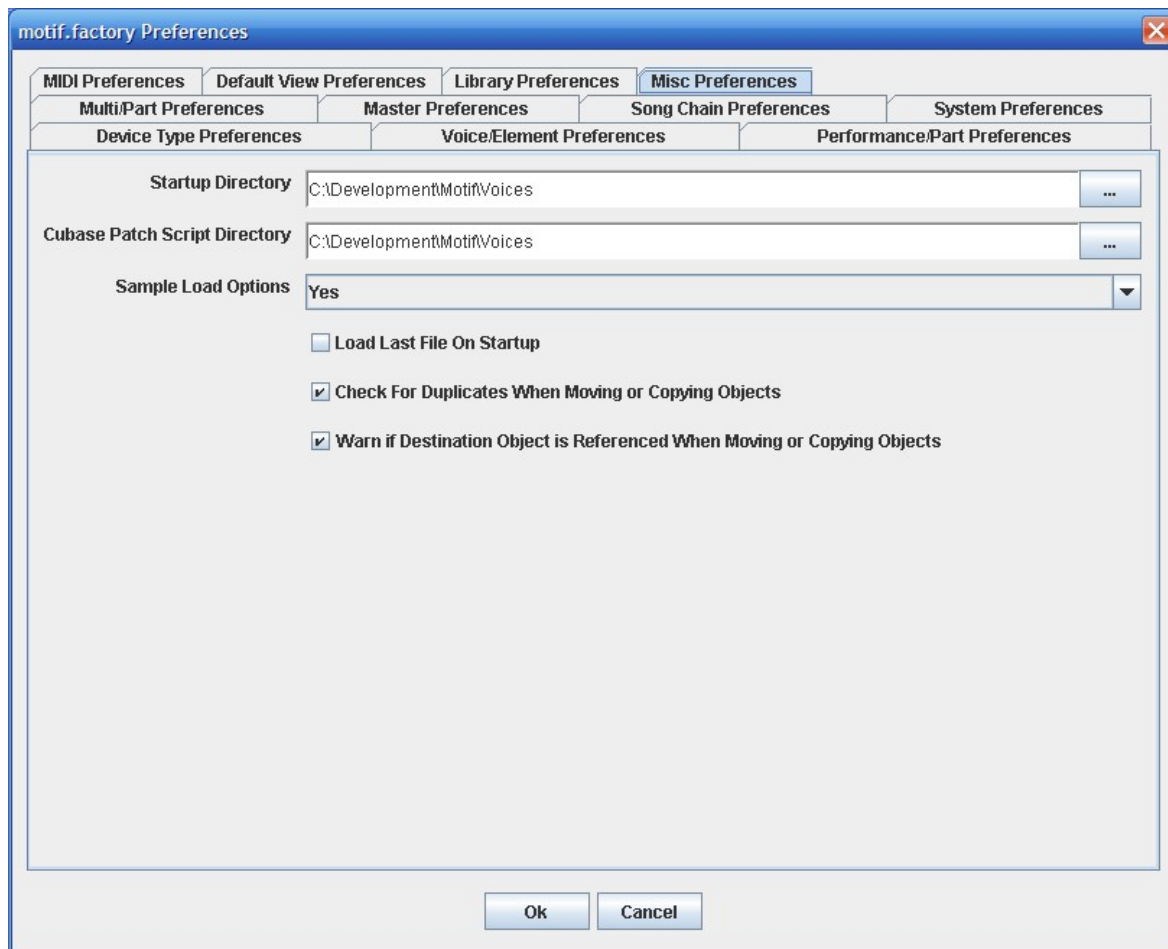
This tab has the following options:

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

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

Miscellaneous Preferences

The Miscellaneous Preferences tab is shown below:




This tab has the following options:

Startup Directory	<p>Allows the startup directory to be specified. Note: no validation is performed on this pathname, so please ensure it is valid. I may add validation later.</p> <p>The [...] button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.</p>
Cubase Patch Script Directory	<p>Specifies the directory where Cubase patch scripts are written. Note: no validation is performed on this pathname, so please ensure it is valid. I may add validation later.</p> <p>The [...] button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.</p>
Sample Load Options	<p>Determines what motif.factory does with Sample (W8n) files when load W7n files. You can select the behaviour from the following choices:</p> <ul style="list-style-type: none"> • No - Sample files are not loaded • Yes - Sample files are automatically loaded • Confirm - motif.factory asks you if you wish to load a sample file
Load Last File On Startup	<p>Controls if the last file opened in the previous session is automatically loaded when motif.factory is next invoked.</p>
Check For Duplicates When Moving or Copying Objects	<p>If you move or copy an Object to a destination file and the Object already exists then a warning is presented giving you the option to continue or cancel the operation.</p>
Warn if Destination Object is Referenced When Moving or Copying Objects	<p>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.</p>

Online Help

motif.factory provides a full online version of the motif.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 motif.factory topics
-  Displays the Index Navigation Pane, providing an indexed list of motif.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

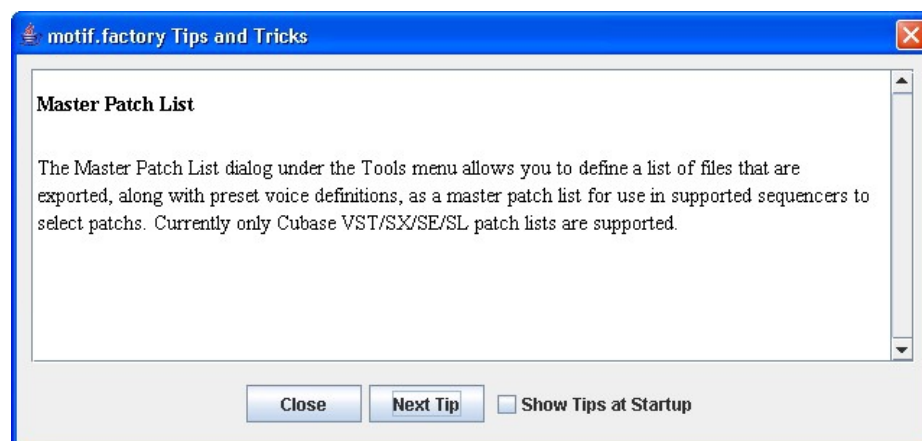
You can access context sensitive help by:

- 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 motif.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 motif.factory Dialog to access the relevant help page for the Dialog.

Tips and Tricks

The motif.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 motif.factory starts up, the Tips and Tricks Dialog is automatically opened

List of Tips and Tricks

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

Double Clicking a voice

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

Library Support

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

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

MIDI Support

motif.factory supports the transfer of Voices and Performances between motif.factory and the Motif via MIDI.

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

Context Sensitive Help

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

Keyboard Shortcuts

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

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

S90 ES Voice Editor Files

motif.factory can load S90 ES Voice Editor (S7E) files. A Motif ES Voice Editor (W7E) file is created when you load an S7E file.

Master Patch List

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

Copying Arpeggiator Units

Within motif.factory you can copy, for example, a Voice Arpeggiator Unit to a Drum Voice, Plugin Voice, Performance or Multi Arpeggiator unit and vice versa

Copying Performances and Multis

Within motif.factory you can copy Performances to Multis and Vice Versa. You can do this for Performance/Multi Part Collections and Performance/Multi Parts as well.

Object Colouring

If an Object such as a Voice 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.

An Object is coloured **red** if it is "empty" and will not be saved in a file.

Copying Effects Units

Within motif.factory you can copy, for example, a Voice Effects Unit to a Drum Voice, Plugin Voice, Performance or Multi Effects Unit unit and vice versa

Load Sample Files

motif.factory can be set to automatically load W8n sample data when it loads data files. For example if you load **foo.W7A**, motif.factory can be set to load **foo.W8A** if it exists. You can set the desired mode of operation in the Preferences Dialog.

If sample data is loaded, it is loaded into the corresponding Wave, and is part of the Wave (and thus can be copied and moved) until the data is saved.

MIDI Router

Press the F12 key and you get a "MIDI Router" popping up which, whilst active, will route MIDI data from the Keyboard MIDI Port through to the Motif Output MIDI Port. This allows you to have the USB connection selected on the Motif, whilst allow you to play data coming from a standard MIDI interface

Find/Find Next Category Tool Bar Buttons

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

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

Table Sorting

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

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

You can only DRAG COPY Certain Objects

If you are trying to perform a drag operation on certain data types and are wondering why motif.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:

- Dragging preset synth data

In these circumstances a move operation does not make sense so it is not allowed.

Copying/Moving Objects to a Different File

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

For example of you move a Performance to a new File, then the referenced Voices are also copied:

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.

Exporting Patch Lists

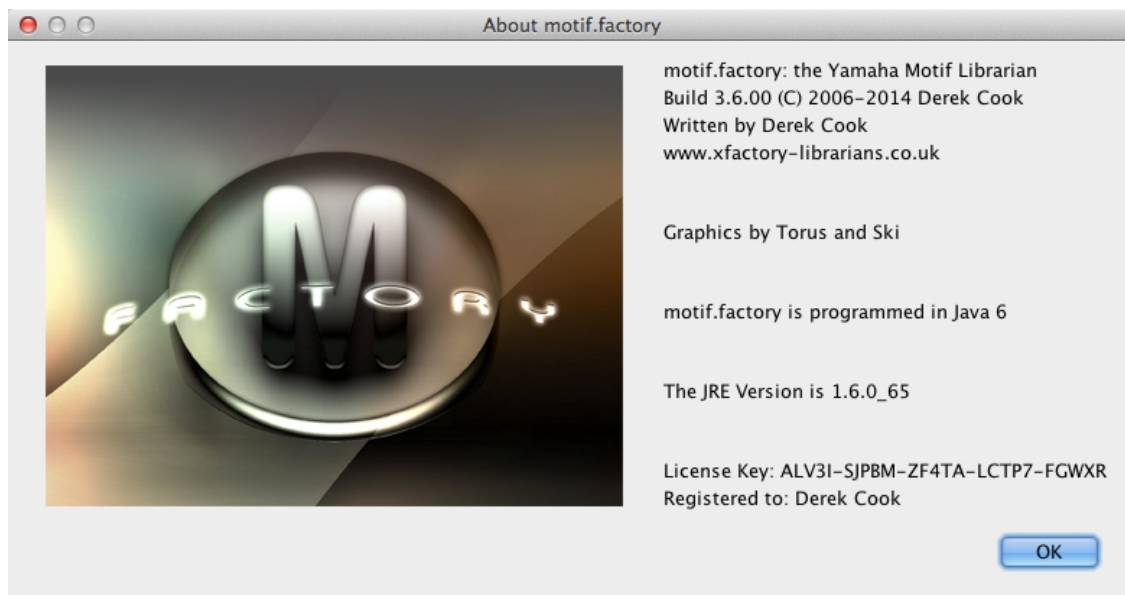
You can export Patch lists from files for use within either Cubase, Protools or Sonar.

You can also export file information to HTML, XML or SpreadSheetML formats.

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

About motif.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 motif.factory.

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

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

Glossary

Term	Definition
Child Window	A window associated with an Motif data file that you have opened that is used to display the contents of the file. Several Child Windows can be open within the motif.factory Desktop .
Clipboard	A temporary storage area used for transferring data within a Child Window or between Child Windows .
Collection	A group of similar and related Objects . For example a Voice Collection stores the 256 Voice Objects that a file can contain
Context Sensitive Help	The ability of the help system to tailor the help being displayed according to where the user pressed the Help key.
Context Sensitive Menu	The popup menu that is displayed in either the Tree View or Table View that provides a set of commands specific to the currently selected Object
Desktop	The area within the motif.factory window where Child Windows can be opened
Drag and Drop	The name for the mechanism that allows a use to move data by dragging it with a mouse and dropping it at a new location.
DRAG MODIFIER	The keyboard key that is held down to turn a Drag and Drop move operation into a copy operation. On the PC platform, the DRAG MODIFIER key is the CTRL (control) key
JRE	Java Run-time Environment. This provides the Java environment which motif.factory needs in order to run. Sun Microsystems provides the JRE for PC systems, and Apple provide their own JRE for MacOS X
Library	A repository where you can store all of your data.
MDI	Multiple Document Interface. The type of user interface used by motif.factory which allows several Windows to be open within the main application window.
Menu Bar	The area of the motif.factory Window that contains the set of menus used for accessing the main functions provided by the application.
MIDI	Musical Instrument Digital Interface. The primary means by which digital data is exchanged in a serial form between synthesizers and computers.
MMJ	A MacOS X specific library that provides the means by which external MIDI devices can be accessed with the Java MIDI framework.
Motif Library Window	A special instance of a Child Window that doesn't display data in a file, but which displays the data stored in the Motif Library .
Motif Synthesizer Window	A special instance of a Child Window that doesn't display data in a file, but which displays: <ul style="list-style-type: none"> • Preset data within the Motif • User data imported from the Motif via MIDI
Object	A piece of Motif data such as a Voice or Performance.
Preset Synth Data	The lists of data within the Motif Synthesizer Window that lists the preset data available within the Motif.
Reference	The means by which the Motif associates an Object (such as a Voice) with another Object (such as a Performance Part). The reference provides the link between the two, and in the case of the Motif, the link is simply the number of the referenced Object .
Regular Expression	A system by which certain character sequences are interpreted not as plain text but as commands that can provide a tailored search for occurrences of text
Status Bar	The area of the motif.factory Window that is used to display status information upon the currently selected Child Window .
Table View	A View which displays data in a file arranged in tabulated rows of data
Tool Bar	The area of the motif.factory Window that contains a set of buttons to provide easy access to commonly used commands
Tree View	A View which displays data in a file arranged in a hierarchical tree structure.
View	The means by which the data in a file is viewed. A Child Window provides the view upon an Motif File that you have opened. The view can be either a Tree View or a Table View . You can have several views open upno the same data, for example when you have split a Child Window .

Workspace	An arrange of the main motif.factory Window and Child Windows which can be saved for subsequent recall.
-----------	---

Keyboard Short Cuts

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

In general, navigating between components uses these keys:

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

The shortcuts are divided into the following categories:

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

Keyboard Shortcuts for the Desktop and Child Windows

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

Keyboard Shortcuts for Tree Views

Action	Keystroke	Notes
Expands current Object	Right arrow	
Collapses current Object, or moves focus to Parent Object	Left arrow	
Moves focus up one Object	Up arrow	
Moves focus down one Object	Down arrow	
Moves focus to first Object in Tree View	Home	
Moves focus to last Object in Tree View	End	
Moves up one view	Page Up	
Moves down one view	Page Down	
Selects all Objects in Tree View	Ctrl-A, Ctrl-/	
Deselects all Objects 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
MIDI Data Routing	F12	Opens the MIDI Data Router

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

- Jim Atfield for general debugging duties, including OSX compatibility, and for also checking out the behaviour of the installer on MAC OSX, and then for loaning me his iMac so that I could sort out some more pervasive issues. I now have my own Mac so I don't have to keep borrowing Jim's, or hassling him for OSX duties anymore, but OSX support all started with Jim's help.

3rd party software used in motif.factory

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

CoreMIDI4J License

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

Table Filter License

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

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Apache Derby License

motif.factory makes use of [Apache Derby](#) to provide the library function, which is issued under the [Apache 2.0 License](#).

Apache Log4J License

motif.factory makes use of [Apache Log4J](#) to provide logging services, which is issued under the [Apache 2.0 License](#).

Dom4J License

motif.factory makes use of [Dom4J](#) to provide XML services, which is issued under the [Maplesoft Dom4J License](#).

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Java Wizard License

The motif.factory Library Batch Importer makes use of the [Java Wizard Project](#) which is distributed under the [Open Source Initiative Common Development and Distribution License](#).

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

motif.factory License

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

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

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

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

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

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

Disclaimer

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

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

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

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

Licensing Conditions for 3rd party software

Apache Derby License

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Apache Log4J License

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