



fc.factory Version 1.2.03

User Manual

(C) Derek Cook 2020 - 2026

www.xfactory-librarians.co.uk

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What's New in fc.factory 1.2.03 (01/01/2026)

- Application rebuild to stay current with the latest version of Java 21, required libraries and build tools.

Previous Versions

V1.2.02 (23/12/2023)

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

V1.2.01 (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.

V1.2.00 (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.

V1.1.01 (05/07/2020)

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

V1.1.00 (18/04/2020)

- If you double click on a patch, it will be sent to the synth's edit buffer.
- 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.

V1.0.00 (22/12/2019)

- First Release

Previous Versions

V0.1.00 (11/09/2019)

- Beta release for internal testing

Installation and Configuration of fc.factory

fc.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 fc.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.

fc.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 fc.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 fc.factory can access the CoreMIDI4J version embedded in the package. That way you can ensure that fc.factory is always using the latest compatible version of CoreMIDI4J.

fc.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 fc.factory will only list CoreMIDI4J devices.

Registering fc.factory

You need to register fc.factory to allow MIDI data to be exported to the FC300, and for data to be saved to your computer.

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

Running fc.factory

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

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.

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

PC

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

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

MAC OS X

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

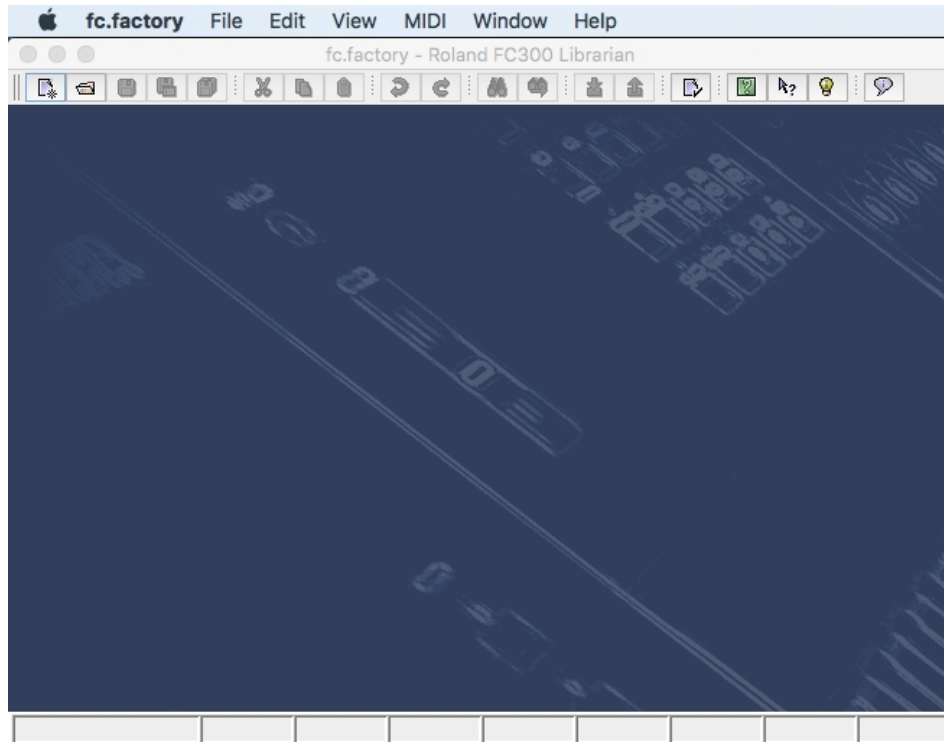
Command Line

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

```
java -jar fcfactory.jar
```


The fc.factory Window

The main fc.factory window looks like this



The fc.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

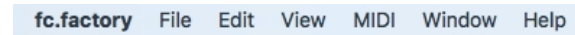
The fc.factory menu bar provides a means of selecting common operations; typically those that affect a complete file, or those that don't fit naturally upon a context sensitive popup menu.

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

fc.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

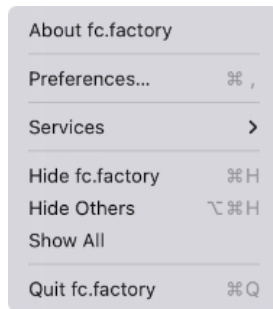
The following menu headings are available.



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

The Application Menu

The **Application** menu is available on OS X to provide a native look and feel for OS X users; some menu options from the standard menus are migrated here (where OS X Users would expect them to be).



About fc.factory...

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

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

Preferences ...

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

Quit fc.factory

Exits the fc.factory application.

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

The File Menu

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

New ...	⌘N	New ...	Ctrl-N
Open ...	⌘O	Open ...	Ctrl-O
Close	⌘W	Close	Ctrl-W
Close All	⇧⌘W	Close All	Ctrl+Shift-W
Save	⌘S	Save	Ctrl-S
Save As ...	⇧⌘S	Save As ...	Ctrl+Shift-S
Save All ...	⌘L	Save All ...	Ctrl-L
Open Work Space...	⌘⌥O	Open Work Space...	Ctrl+Alt-O
Save Work Space ...	⌘⌥S	Save Work Space ...	Ctrl+Alt-S
Export to		Export to	
1: /Development/FC300/190824 - Test.syx		Exit	
2: /Development/FC300/First Export Test.syx		1: C:\L\Documents\FC300 SYSEX\180619 - PATCH.syx	
3: /Development/FC300/180619 - PATCH.syx		2: E:\Patch Archive\FC300\180429 - PATCH.syx	
4: /Development/FC300/180619 - TEST.syx			
5: /Development/FC300/fcFactory_1.syx			
6: /Development/FC300/fsFactory_1.syx			
7: /Development/FC300/TEST.SYX			
8: /Development/FC300/fsFactory_1.syx.syx			
9: /Development/FC300/180429 - PATCH.syx			

New ...

Creates a new file.

Open ...

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

Save

Saves a file using its current name.

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

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

Save As ...

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

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

Save All

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

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

Open Workspace ...

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

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

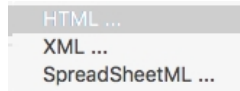
Save Workspace ...

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

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

Export to

This option brings up the following sub menu:



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

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

Exit

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

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

The Edit Menu

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

 Undo initialise Patch Selected MIDI Strings	⌘Z
 Redo initialise FC300 Patch	⌘Y
Clear Undo Buffer	
 Cut	⌘X
 Copy	⌘C
 Paste	⌘V
 Find ...	⌘F
 Find Next	F3
Goto ...	⌘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

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

Find ...

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

Searches start from the currently selected Object.

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

Find Next

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

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 upon OSX:

<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="checkbox"/> No Split	No Split	No Split
Horizontal Split	<input checked="" type="checkbox"/> Horizontal Split	Horizontal Split
Vertical Split	Vertical Split	<input checked="" type="checkbox"/> Vertical Split
<input checked="" type="checkbox"/> Tree	Left Pane ▶	Top Pane ▶
Table	Right Pane ▶	Bottom Pane ▶
Refresh	Refresh	Refresh

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

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

<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="checkbox"/> Tree
Table

Tool Bar

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

Status Bar

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

No Split

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

Horizontal Split

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

Vertical Split

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

Tree

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

Table

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

Refresh

Refreshes all open [Child Windows](#).

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

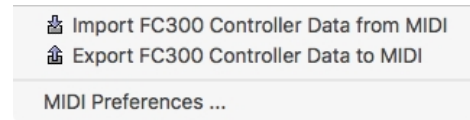
Preferences ...

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

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

The MIDI Menu

The MIDI menu provides the following options:



Import From MIDI

Imports Voices and Performances from the FC300 via MIDI to the currently selected Window.

Export to MIDI

Exports Voices and Performances to the FC300 via MIDI from the currently selected Window.

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

MIDI Preferences ...

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

The Tools Menu

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

Master Patch List ...

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

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

Library Information ...

Opens the [Library Statistics](#) dialog.

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

Batch Import to Library ...

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

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

Batch Import DX7 Patches ...

Opens the [Batch Import DX7 Patches](#) Wizard.

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

The Window Menu

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

Tile Horizontal	
Tile Vertical	⌘ V
Maximise Windows	⌘ M
Restore Windows	⌘ R
Minimise Windows	⌘ I
✓ View FC300 Controller Data	
FC300 Controller	
fcFactory_5.syx	
180619 - PATCH.syx	

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 fs.factory FC300 Controller, fcFactoru_5.syx and 180619 - PATCH.syx 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 they all occupy the size defined by the desktop.

Restore Windows

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

Minimise Windows

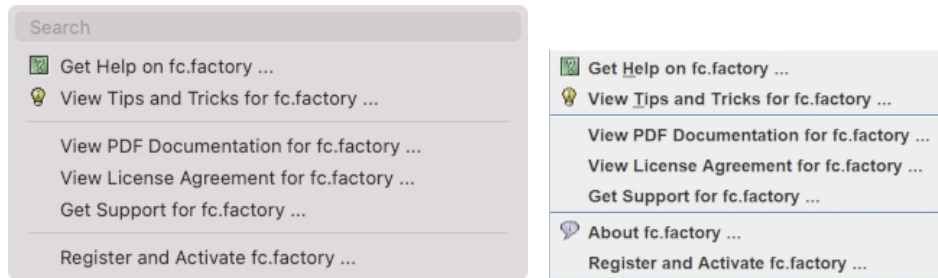
Reduces all [Child Windows](#) to their iconised state.

View FC300 Controller Data

Opens or closes the [FC300 Controller Window](#) which provides a view on the FC300 Controller data.

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 fc.factory. One day....

Get Help on fc.factory ...

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

View Tips and Tricks for fc.factory ...

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

View PDF Documentation for fc.factory ...

Displays the PDF documentation for fc.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 fc.factory ...

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

View License Agreement for fc.factory ...

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

About fc.factory ...

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

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




















Register and Activate fc.factory ...

Displays the fc.factory registration and activation Dialog.

See the [Registration Section](#) for details of how to register fc.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 FC300 via the [MIDI](#) interface
-  Exports Voices/Performances to the FC300 via the [MIDI](#) interface
-  Displays the [Preferences](#) dialog where you can configure fc.factory
-  Displays the fc.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 fc.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.

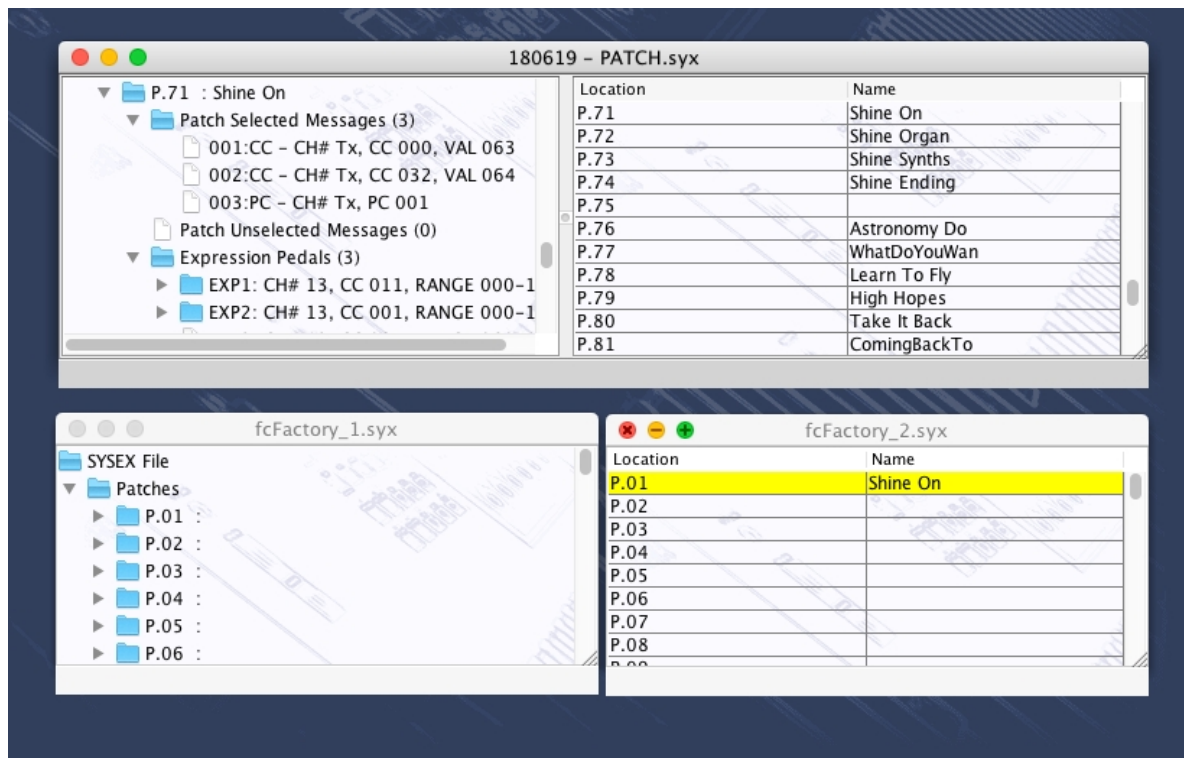
The Tool Bar can also be dragged to a different window border other than the top border.

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 FC300 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 [FC300 Controller Window](#)

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

Child Window

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

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

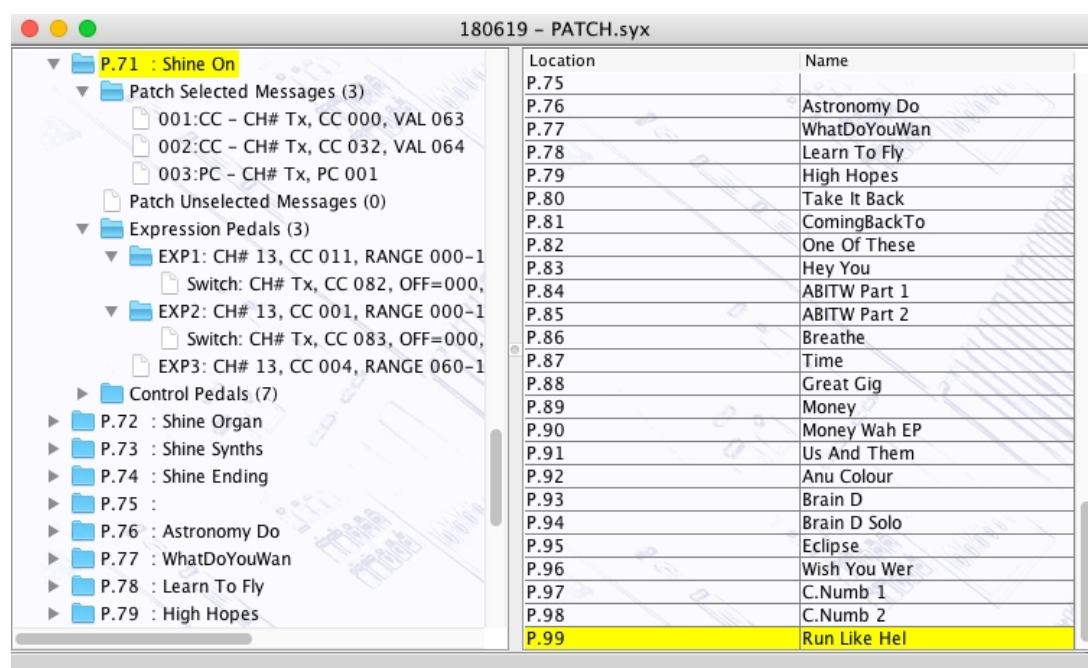
The menu options on the [View](#) menu can be used to change the View to a [Table](#) view, which can show either a Voice Table or a Performance table.

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

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

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

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

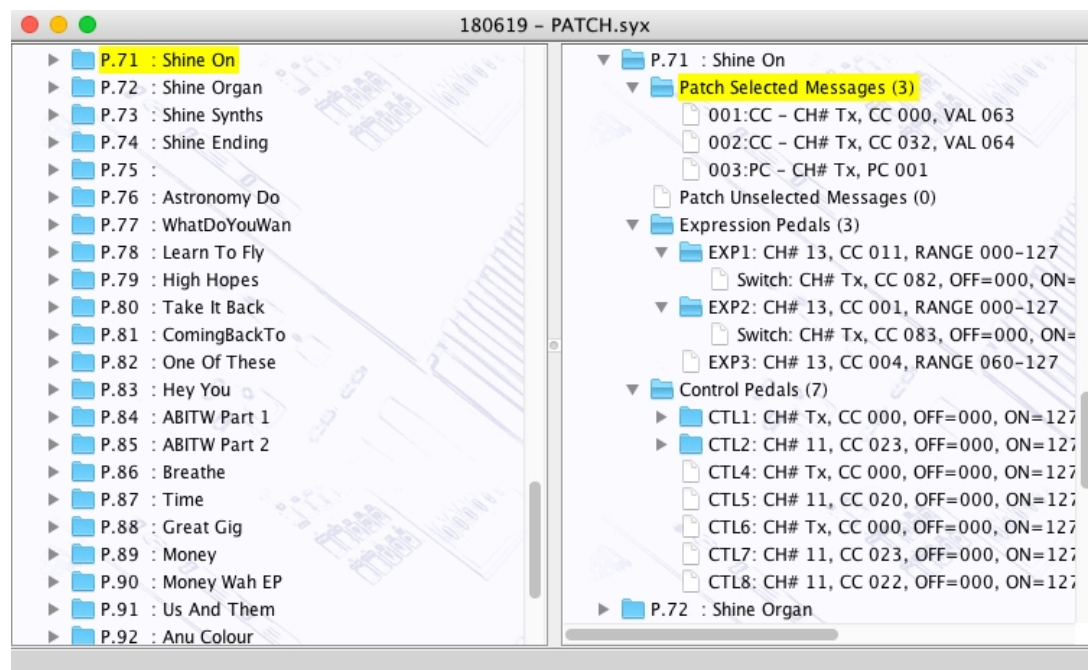


The [Tree](#) and [Table](#) views support drag [move](#) and drag [copy](#) operations, and the views will automatically scroll whilst drag operations are in progress.

fc.factory also provides one special Child Window for showing data in the [FC300 Controller](#) Window.

Tree View

The **Tree View** shows the FC300 data as a hierarchical tree, and can show more information than the [Table View](#). The following example shows a split [Child Window](#) with two Tree Views.



Basically, information is shown as a set of hierarchical **Objects**. Objects may have children attached to them, and they themselves may have further child Objects (e.g. a Patch Object, has a child Object for Patch On and Patch Off MIDI data, expression pedals, control pedals, etc.).

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

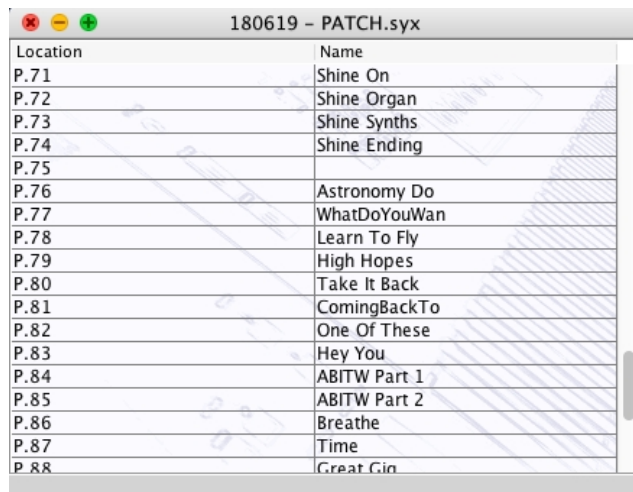
You can double click on an item, and if the item is a patch, it will be exported to the controller's Edit buffer

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

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

Table View

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



Location	Name
P.71	Shine On
P.72	Shine Organ
P.73	Shine Synths
P.74	Shine Ending
P.75	
P.76	Astronomy Do
P.77	WhatDoYouWan
P.78	Learn To Fly
P.79	High Hopes
P.80	Take It Back
P.81	ComingBackTo
P.82	One Of These
P.83	Hey You
P.84	ABITW Part 1
P.85	ABITW Part 2
P.86	Breathe
P.87	Time
P.88	Great Gin

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

Currently the Table View can show Patches in SYSEX files.

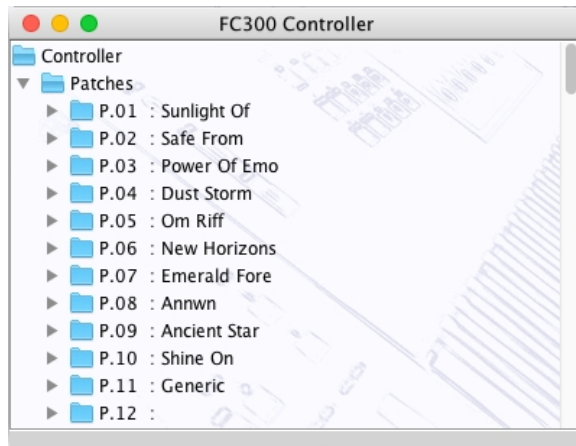
Each row within the table shows one Object.

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

The Table View's context sensitive popup menus support editing operations. The cells in a Row that contain the Object's **Category** and **Name** can be directly edited by clicking in them.

FC300 Controller Window

The FC300 Controller Data Window is made visible by ensuring the **View FC300 Controller Data** option in the [Window Menu](#) is checked.



This Child Window is a special View that shows the FC300 data directly. You can import data into it without creating a new file and you can rearrange the data within it and have that reflected in the FC300.

Status Bar

/Development/FC300/190824 - Test.syx	SYSEX File	Modified
--------------------------------------	------------	----------

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

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

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

Program Features

fc.factory provides the following features:


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

File Operations

fc.factory supports the following file operations:

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


Create New File

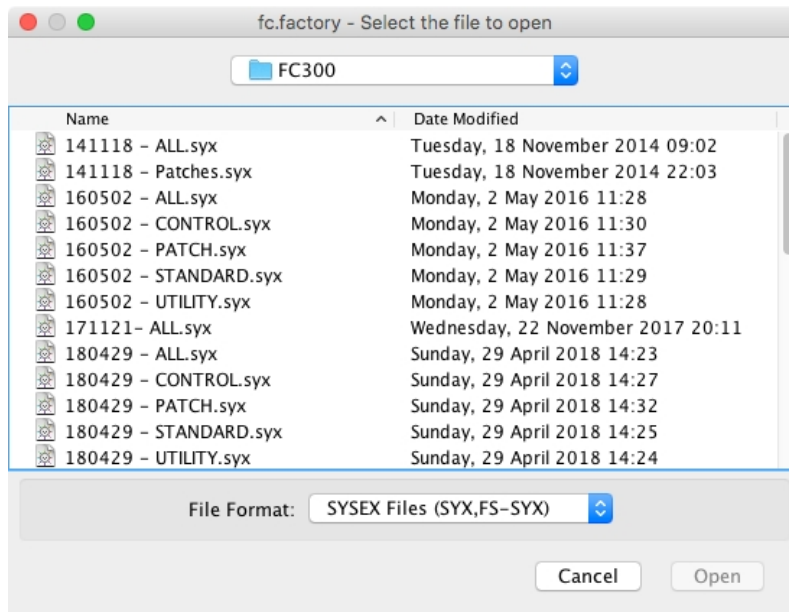
When the **New File ...** option from the [File](#) Menu or the  button on the [Toolbar](#) is selected, a new file is created.

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

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

Open Existing File

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

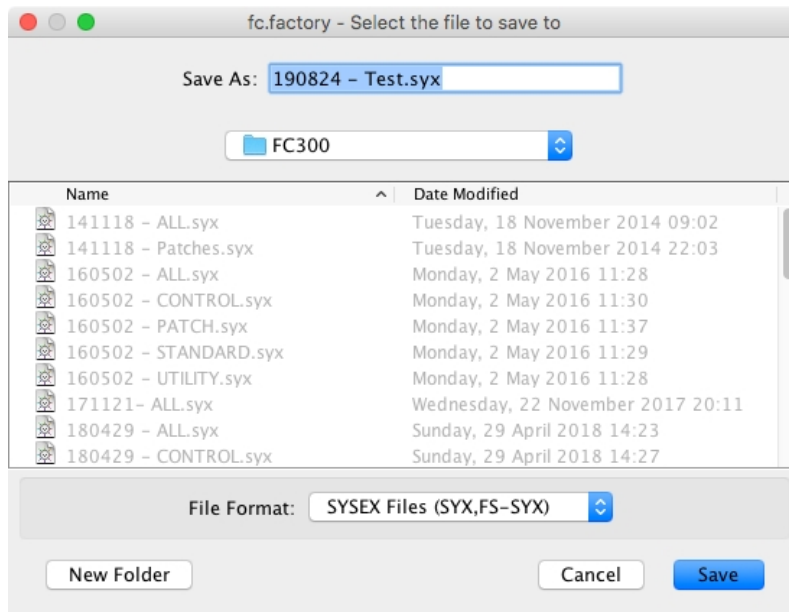


fc.factory checks to ensure that the selected file is a valid FC300 format file, and an error dialog will appear if the file is not valid.

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

Save Open Files

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



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

Workspaces

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

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

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

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

Export Data

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

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

HTML ...

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

XML ...

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

This export option is intended to provide a means of importing FC300 data into other programmes, e.g. a database

SpreadSheetML ...

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

This export option is intended to provide a means of importing FC300 data into either Microsoft Word or Excel, which is a great way to start documenting your patch collections.

Undo Buffer

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

The number of edits which are stored is 100.

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

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

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

Clipboard Support

The fc.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 Patch onto an Expression Pedal
- You cannot paste ten Patches at the end of a Patch Collection if the selection is at Patch 90 or higher

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

fc.factory does not support the system clipboard so it is not possible to cut and paste between fc.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 fc.factory MIDI Export support, your copy of fc.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 FC300 is connected
- **SYSEX Device Number** should match the FC300 **Device Number** setting

If the Device Number on the FC300 is set to **ALL** then it will accept data for any SYSEX Device.

You can check that these settings work by pressing the **Test FC300 MIDI Settings** button. When you press this button a test message is sent to the FC300 and if the test is successful, the following dialog is shown.



If the test was not successful then the following dialog is shown.



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 fc.factory to always read the FC300 Voice/Performances on startup then check the **Read FC300 MIDI Data on Startup** checkbox
- If you wish for changes made to the FC300 Controller Window to be automatically written to the FC300 then check the **Automatically Update FC300 after Controller Window Edit** checkbox
- You can adjust how long that fc.factory will wait for a response from the FC300 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 should not require adjustment. fc.factory sends data to the FC300 by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value.

When fc.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*.

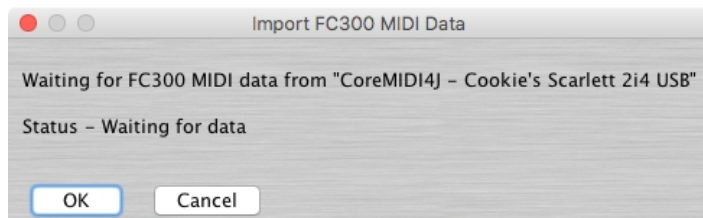
Note: Some MIDI interfaces do not like large packet sizes.

Importing FC300 Data from FC300 Memory

Please note that there is no MIDI SYSEX commands that allow Patches to be requested from the FC300. Therefore the fc.factory MIDI import function requires that you initiate a manual BULK DUMP from the FC300. The FC300 does not support the export of individual patches.

You can get all the FC300 Patches into any [Child Window](#) (including the [FC300 Controller](#) Window) by selecting the **Import from MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#).

When you select this option, the following dialog is shown.

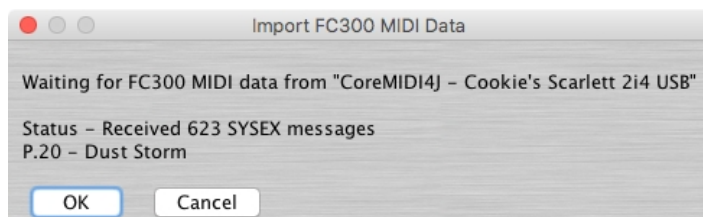


fc.factory is now waiting for you to initiate the BULK DUMP from the FC300. If required you can press the CANCEL button to cancel the dump.

to initiate the BULK DUMP, follow the instructions on Page 53/54 of the [FC300 Manual](#).

As fc.factory currently only supports Patch Mode, select PATCH from the list of data items to send before pressing the FC300 WRITE button. This is not strictly necessary as fc.factory will ignore all the other data, but if the FC300 is sending all data then the transfer will take longer.


Once data is being transmitted by the FC300, fc.factory will show the progress in the dialog box as shown below. Whilst the FC300 will transmit all data until it is finished, if you wish you can cancel the download in fc.factory.



Once all data has been transmitted, press the OK button to import the data into the current file (or Controller window) or press the CANCEL button to cancel the import.

Note if you import MIDI data into a [Child Window](#) which is opened from a data file, then the [FC300 Controller Window](#) is also updated with the Data being imported.

Exporting FC300 Data to FC300 Memory

You can export all FC300 data using the **Export MIDI** option on the [MIDI Menu](#), or the  button on the [Tool Bar](#).

You can also export a single Patch or a selection of Patches to the FC300 by selecting the required Patches and selecting the export to FC300 Memory option from the Patch's Context Sensitive Menu. You can also use the [keyboard shortcuts](#) for doing this.

The patches are written to the corresponding FC300 memory locations.

Note if you export MIDI data to a [Child Window](#) which is opened from a data file, then the [FC300 Controller Window](#) is also updated with the Data being exported.

Importing/Exporting FC300 Data from/to the FC300 Edit Buffer

You can also import/export a Patch to/from the FC300 Edit Buffer (Temporary Area) by selecting a single Patch and selecting the import/export to/from FC300 Edit Buffer options from the Patch's Context Sensitive Menu. You can also use the [keyboard shortcuts](#) for doing this.

Copying/Moving Patches

And you can also [move/copy](#) Patches between the [FC300 Controller Window](#) and [Child Windows](#) using drag and drop.

Finally you can also perform all the operations on Patches in the [FC300 Controller Window](#) that you can upon Patches in a normal [Child Window](#).

If you have the **Automatically Update FC300 after Controller Window Edit** option active, when you change data the [FC300 Controller Window](#) then the changes are automatically exported to the FC300.

So you may wish to turn the **Automatically Update FC300 after Controller 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 fc.factory with changes still present in the [FC300 Controller Window](#) that have not been exported, then you will be asked if you wish to export the data or not.

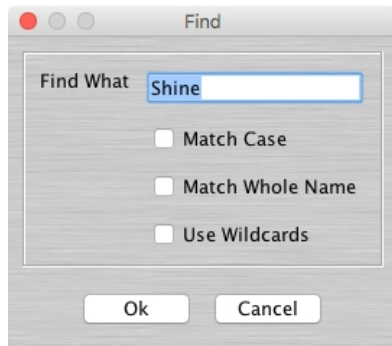
Find and Goto Facilities

Find Dialog

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

Searches start from the currently selected Object.

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

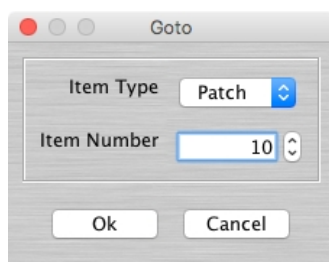


Find What	The text string to search for.
Match Case	If this option is checked then the search is case sensitive. If this option is not checked then the search is case insensitive.
Match Whole Name	If this option is checked then the search string must match the entire name of an Object. E.g. "pan" would match a Voice called "pan", but not a Voice called "pandora". If this option is not checked then the search can match a sub string within a name. E.g. "dor" would match a Voice named "dor" and a Voice called "pandora".
Use Wild Cards	If checked fc.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 fc.factory wild card support is the Perl Regular Expression Syntax. Rather than try and write up this powerful syntax myself into the fc.factory documents, I'll direct you to the [Perl Regular Expression Syntax](#) page for a description of how to use this powerful feature.

Goto Dialog

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



Item Type	The type of Object to go to. Currently only Patches are supported.
Item Number	The number of the Object to go to.

Editing Features

fc.factory supports the following editing features:

- [General Editing Features](#)
- [Controller Editing Features](#)
- [Patch Editing Features](#)

General Editing Features

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

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

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

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

Object Type	Move	Copy	Initialise	Rename	Insert	Delete	Sort
Controller Object	Y	Y	Y	N	N	N	N
Patch Collection	Y	Y	Y	N	N	N	Y
Patch	Y	Y	Y	Y	Y	Y	N
Patch Selected MIDI Strings	Y	Y	Y	N	N	N	N
Patch Unselected MIDI Strings	Y	Y	Y	N	N	N	N
Patch Selected/Unselected MIDI Strings	Y	Y	Y	N	Y	Y	N
Expression Pedals	Y	Y	Y	N	N	N	N
Expression Pedal	Y	Y	Y	N	Y	Y	N
Expression Pedal Switch	Y	Y	Y	N	N	N	N
Control Pedals	Y	Y	Y	N	N	N	N
Control Pedal	Y	Y	Y	N	Y	Y	N
Control Pedal On Messages	Y	Y	Y	N	N	N	N
Control Pedal Off Messages	Y	Y	Y	N	N	N	N
Control Pedal ON/OFF MIDI Strings	Y	Y	Y	N	Y	Y	N

Copy/Move Object

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

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

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

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

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

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

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

When you drag multiple items they must be of the same type. For example you can drag several Patches, but not Expression Pedals and Control Pedals together.

fc.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 Control Pedal onto an Patch On MIDI String)
- Drag image: A simple pictorial representation of what is being dragged
- Drop Point: fc.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 Control Pedal within a Control Pedal collection), 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 Patch over a Patch Collection) and the parent Object is collapsed within the Tree, and you hold the cursor over the Parent Object for a few seconds it will automatically expand.

Initialise Object

Initialises the selected Object to its default state.

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

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

Rename Object

Renames the selected Object using the following dialog



Only one Object can be selected for renaming.

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

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

Insert Object

Inserts an Object into a Collection at the current location.

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

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

For example if you wish to insert three Patches 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, an FC300 Patch Collection can only contain 100 Voices, so if two Patches are inserted into the Collection then two Patches must be removed from the end of the Collection to maintain the correct size.

Delete Object

Deletes an Object at the current location.

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

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

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

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

For example, an FC300 Patch Collection must contain 100 Patches, so if two Patches are deleted from the Collection then two Patches must be added to the end of the Collection to maintain the correct size.

Sort Objects

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

In the [Tree View](#) the sort option is accessed via the **Context Sensitive Menu** for the Collection that you wish to sort (e.g. the Patch Collection to sort Patches).

In the [Table View](#) the sort option is accessed via the **Context Sensitive Menu** for any Object. The sort can also be initiated by clicking in the **Name** >column header.

Controller Editing Features

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

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

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

The **Controller Object** is only shown within a [Tree View](#) and is the first Object in the [Tree View](#). It is called:

[SYSEX File](#)

Patch Editing Features

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

- [Copy/Move](#)
- [Initialise](#)
- [Sort by Name](#)
- [Import Data From FC300](#)
- [Export Data to FC300](#) (only available if fc.factory is [registered](#))
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

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

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

- [Copy/Move](#)
- [Initialise](#)
- [Rename](#)
- [Insert](#)
- [Delete](#)
- [Export to FC300](#) (only if available fc.factory is [registered](#))
- [Import from FC300 Edit Buffer](#)
- [Export to FC300 Edit Buffer](#) (only if available fc.factory is [registered](#))
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

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

You can also directly edit the following Patch data [Patch Operators](#)

- Patch Selected MIDI Strings
- Patch Unselected MIDI Strings
- Expression Pedals
- Control Pedals

Export to FC300 Memory

Exports Patches from the currently selected [Child Window](#) to the FC300 Memory locations.

You can export:

- A Single Patch
- A Selection of Patches
- All Patches by selecting the Patch Collection

Import from FC300 Edit Buffer

Imports the Patch currently in the FC300 Patch Edit Buffer into the Patch currently selected within the active [Child Window](#).

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

Export to FC300 Edit Buffer

Exports the Patch currently selected within the active [Child Window](#) to the FC300 Patch Edit Buffer.

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

Patch Selected Messages Editing Features

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

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

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

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

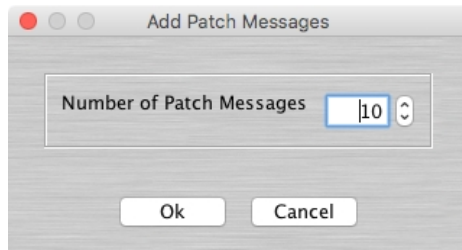
You can also drag and drop a Patch Selected Message Collection onto the following Objects

- A Patch Unselected Messages Collection.
- A Patch Control Pedal On Messages Collection.
- A Patch Control Pedal Off Messages Collection.

Add Patch Messages

Adds Patch Messages to a Patch Selected Message Collection.

You can add more than one Patch Message at a time if you wish by holding down the **ALT** key when you select the **Add Patch Message** option from the Context Sensitive Menu. Holding down the **ALT** key will bring up the following Dialog Box which allows you to specify the number of Patch Messages to add:



fc.factory supports the following editing operations upon the **Patch Messages 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 **Patch Message** or selection of **Patch Messages** to activate the **Patch Message's** Context Sensitive Menu.

You can also drag and drop Patch Messages onto the following Objects

- A Patch Selected Messages Collection (the Patch Messages will be added to the existing Patch Messages).
- A Patch Unselected Messages Collection (the Patch Messages will be added to the existing Patch Messages).
- A Patch Control Pedal On Messages Collection (the Patch Messages will be converted to Control Pedal Messages and added to the existing Control Pedal Messages).
- A Patch Control Pedal Off Messages Collection (the Patch Messages will be converted to Control Pedal Messages and added to the existing Control Pedal Messages).
- A Control Pedal Message (the Patch Messages will be converted to a Control Pedal Message).

Patch Unselected Messages Editing Features

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

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

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

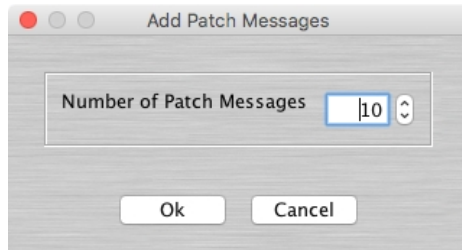
You can also drag and drop a Patch Unselected Message Collection onto the following Objects

- A Patch Selected Messages Collection.
- A Patch Control Pedal On Messages Collection.
- A Patch Control Pedal Off Messages Collection.

Add Patch Messages

Adds Patch Messages to a Patch Unselected Message Collection.

You can add more than one Patch Message at a time if you wish by holding down the **ALT** key when you select the **Add Patch Message** option from the Context Sensitive Menu. Holding down the **ALT** key will bring up the following Dialog Box which allows you to specify the number of Patch Messages to add:



fc.factory supports the following editing operations upon the **Patch Messages 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 **Patch Message** or selection of **Patch Messages** to activate the **Patch Message's** Context Sensitive Menu.

You can also drag and drop Patch Messages onto the following Objects

- A Patch Selected Messages Collection (the Patch Messages will be added to the existing Patch Messages).
- A Patch Unselected Messages Collection (the Patch Messages will be added to the existing Patch Messages).
- A Patch Control Pedal On Messages Collection (the Patch Messages will be converted to Control Pedal Messages and added to the existing Control Pedal Messages).
- A Patch Control Pedal Off Messages Collection (the Patch Messages will be converted to Control Pedal Messages and added to the existing Control Pedal Messages).
- A Control Pedal Message (the Patch Messages will be converted to a Control Pedal Message).

Patch Expression Pedals Editing Features

fc.factory supports the following editing operations upon the **Patch Expression Pedals 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 **Patch Expression Pedals Collection** to activate the **Patch Expression Pedals Collection's** Context Sensitive Menu.

fc.factory supports the following editing operations upon the **Expression Pedal 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 **Patch Expression Pedal** or selection of **Patch Expression Pedal** to activate the **Patch Expression Pedal's** Context Sensitive Menu.

fc.factory supports the following editing operations upon the **Patch Expression Pedal Switch Objects** 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 **Patch Expression Pedal Switch** to activate the **Patch Expression Pedal Switch's** Context Sensitive Menu.

Patch Control Pedals Editing Features

fc.factory supports the following editing operations upon the **Patch Control Pedals 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 **Patch Control Pedals Collection** to activate the **Patch Control Pedals Collection's** Context Sensitive Menu.

fc.factory supports the following editing operations upon the **Control Pedal 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 **Patch Control Pedal** or selection of **Patch Control Pedal** to activate the **Patch Control Pedal's** Context Sensitive Menu.

fc.factory supports the following editing operations upon the **Patch Control Pedal On Messages Collection** or the **Patch Control Pedal Off Messages Collection** within the [Tree View](#) of a [Child Window](#):

- [Copy/Move](#)
- [Initialise](#)
- [Add Control Pedal Messages](#)
- [Cut to Clipboard](#)
- [Copy to Clipboard](#)
- [Paste from Clipboard](#)

To access all features other than Move and Copy (which you do via "Drag and Drop"), right click over a **Patch Control Pedal On/Off Messages** Collection to activate the **Patch Control Pedal On/Off Messages's** Context Sensitive Menu.

You can also drag and drop a **Patch Control Pedal On Messages Collection** onto the following Objects

- A Patch Selected Messages Collection.
- A Patch Unselected Messages Collection.
- A Patch Control Pedal Off Messages Collection.

You can also drag and drop a **Patch Control Pedal Off Messages Collection** onto the following Objects

- A Patch Selected Messages Collection.
- A Patch Unselected Messages Collection.

- A Patch Control Pedal On Messages Collection.

Add Control Pedal Messages

Adds Control Pedal Messages to a Patch Control Pedal Message On/Off Collection.

You can add more than one Control Pedal Message at a time if you wish by holding down the **ALT** key when you select the **Add Control Pedal Message** option from the Context Sensitive Menu. Holding down the **ALT** key will bring up the following Dialog Box which allows you to specify the number of Control Pedal Messages to add:



fc.factory supports the following editing operations upon the **Control Pedal Messages 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 **Control Pedal Message** or selection of **Control Pedal Messages** to activate the **Control Pedal Message's** Context Sensitive Menu.

You can also drag and drop **Control Pedal Messages** onto the following Objects

- A Patch Selected Messages Collection (the Control Pedal Messages will be converted to Patch Messages and added to the existing Patch Messages).
- A Patch Unselected Messages Collection (the Control Pedal Messages will be converted to Patch Messages and added to the existing Patch Messages).
- A Patch Control Pedal On Messages Collection (the Control Pedal Messages will be added to the existing Control Pedal Messages).
- A Patch Control Pedal Off Messages Collection (the Control Pedal Messages will be added to the existing Control Pedal Messages).
- A Patch Message (the Control Pedal Messages will be converted to a Patch Message).

Preferences

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

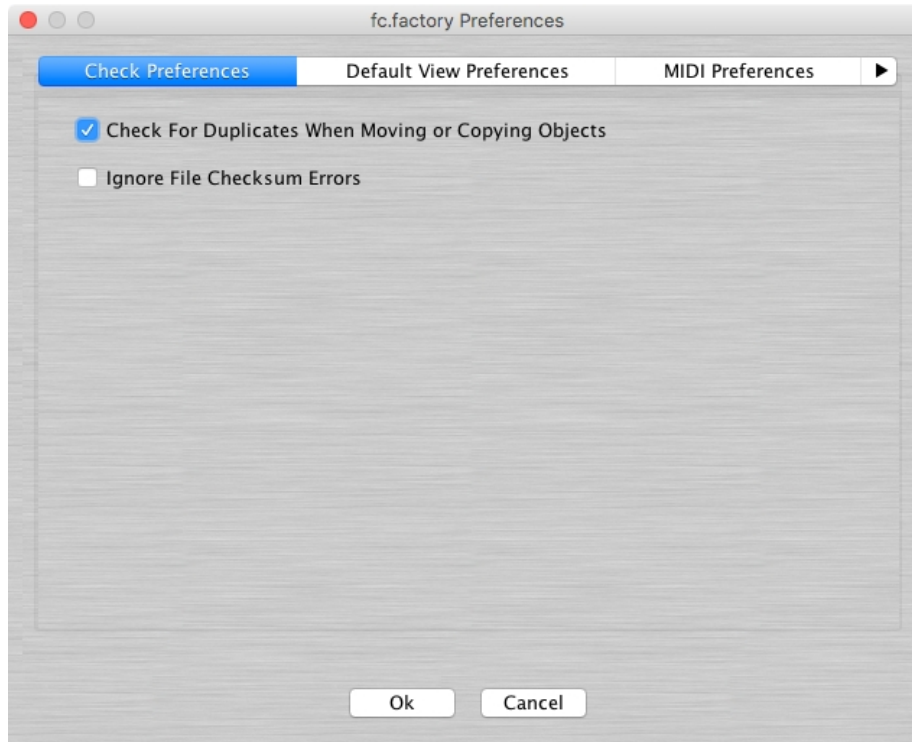
Selecting this option opens a Tabbed dialog with the following tabs which group related parameters:

- [Check Preferences](#)
- [Default View Preferences](#)
- [MIDI Preferences](#)
- [EXP/CTL Preferences](#)
- [Miscellaneous Preferences](#)

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

Check Preferences

The Check Preferences tab is shown below:

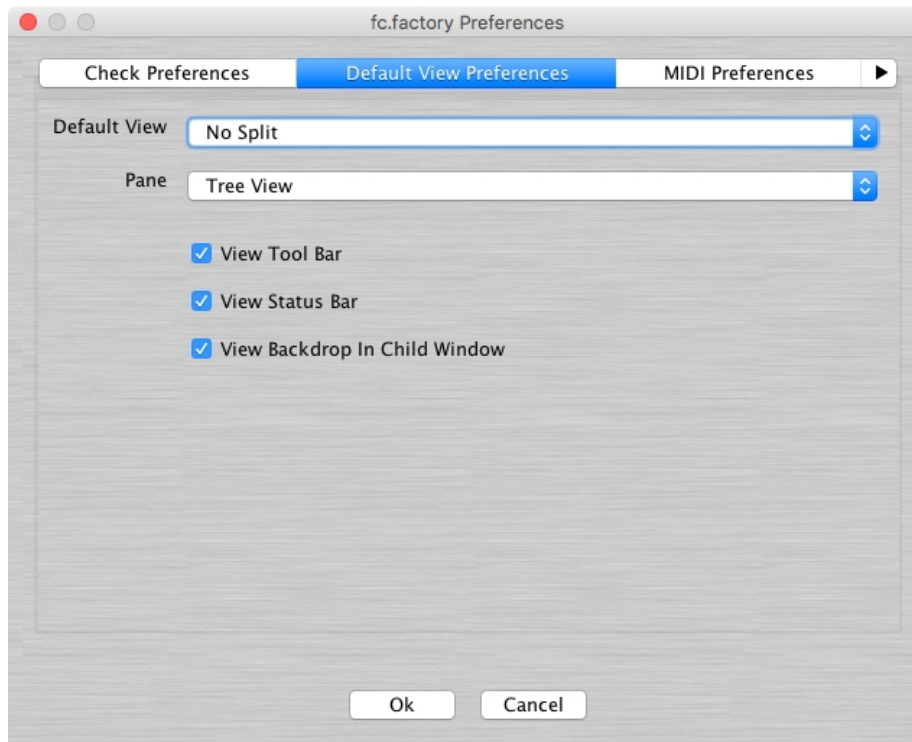


This tab has the following options:

Check For Duplicates When Moving or Copying Objects	If you move or copy an Object to a destination file and the Object already exists then a warning is presented giving you the option to continue or cancel the operation.
Ignore File Checksum Errors	If you select this option, then any detected checksum errors in the SYSEX data is ignored.

Default View Preferences

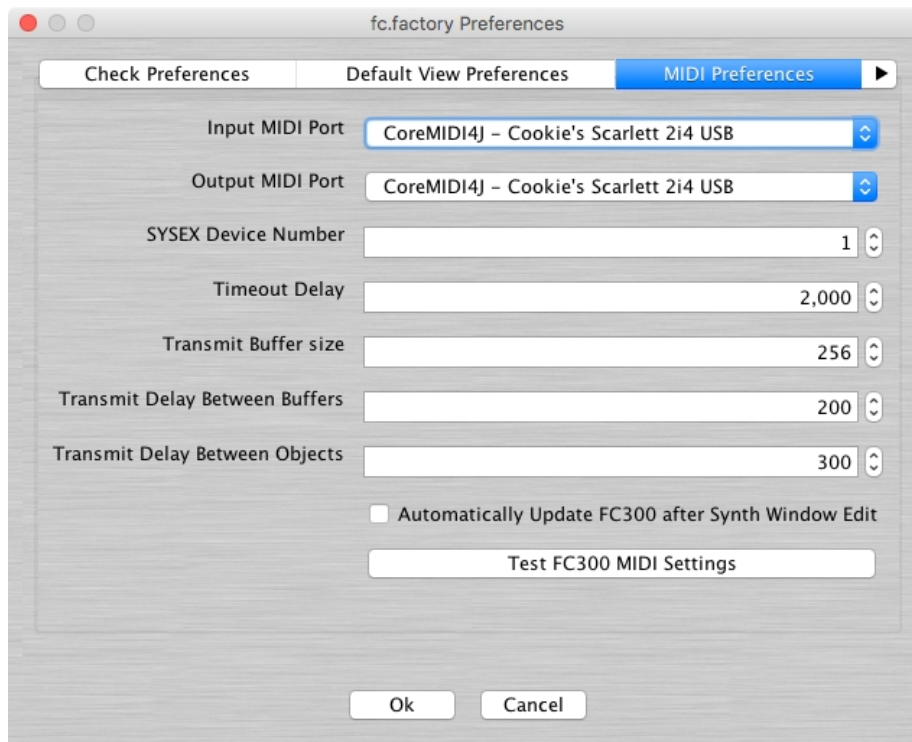
The Default View Preferences tab is shown below:



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	<p>This option controls if the image backdrop is displayed in Child Windows.</p> <p>You may wish to turn off this option if you find the scrolling of the Child Window is slow on your machine.</p>

MIDI Preferences

The MIDI Preferences tab is shown below:



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 .
Input MIDI Port	Sets the port used for MIDI input from the available ports.
Output MIDI Port	Sets the port used for MIDI output from the available ports.
SYSEX Device Number	Sets the SYSEX device number used for SYSEX transfers. This must match the Device No value set in the FC300's UTILITY mode. If the FC300 Device No is set to all then it will receive all FC300 SYSEX messages irrespective of the device number in the message.
Timeout Delay	Sets the time that fc.factory waits for a response from the FC300 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 FC300. 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 fc.factory waits for between sending buffer sized data packets. The value is specified in milliseconds.
Transmit Delay Between Objects	This sets the delay that fc.factory waits for after sending a complete object. The value is specified in milliseconds.
Automatically Update FC300 after Synth Window Edit	When this option is checked, if the FC300 Synthesizer Window is edited then the edited data will be automatically sent to the FC300.
Test FC300 MIDI Settings	Tests to see if MIDI communications is working using the specified values.

The **Transmit Buffer Size**, **Transmit Delay Between Buffers** and **Transmit Delay Between Objects** values should not require adjustment. fc.factory sends data to the FC300 by dividing the data into packets the size of which are specified by the **Transmit Buffer Size** value.

When fc.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.

Miscellaneous Preferences

The Miscellaneous Preferences tab is shown below:



This tab has the following options:

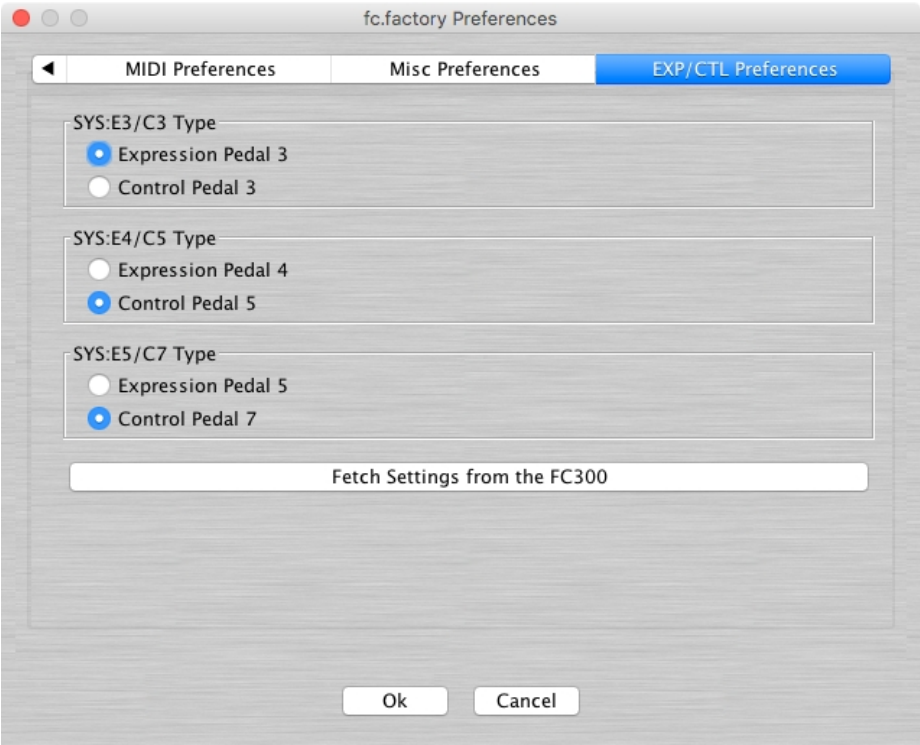
Startup Directory	Allows the startup directory to be specified. Note: no validation is performed on this pathname, so please ensure it is valid. I may add validation later. The [...] button to the right of the field brings up a dialog that allows you to select the directory instead of typing it in.
Load Last File On Startup	Controls if the last file opened in the previous session is automatically loaded when fc.factory is next invoked.

EXP/CTL Preferences

The EXP/CTL Preferences tab allows you to match the pedal configuration of your FC300 as set in **UTILITY** mode, and as described on Page 50 of the [FC300 Manual](#).

If you set these settings to match your FC300 EXP/CTL pedal configuration, then the EXP/CTL data will appear under the appropriate collection with a Patch; either the **Expression Pedal** Collection or the **Control Pedal** Collection.

The EXP/CTL Preferences tab is shown below:

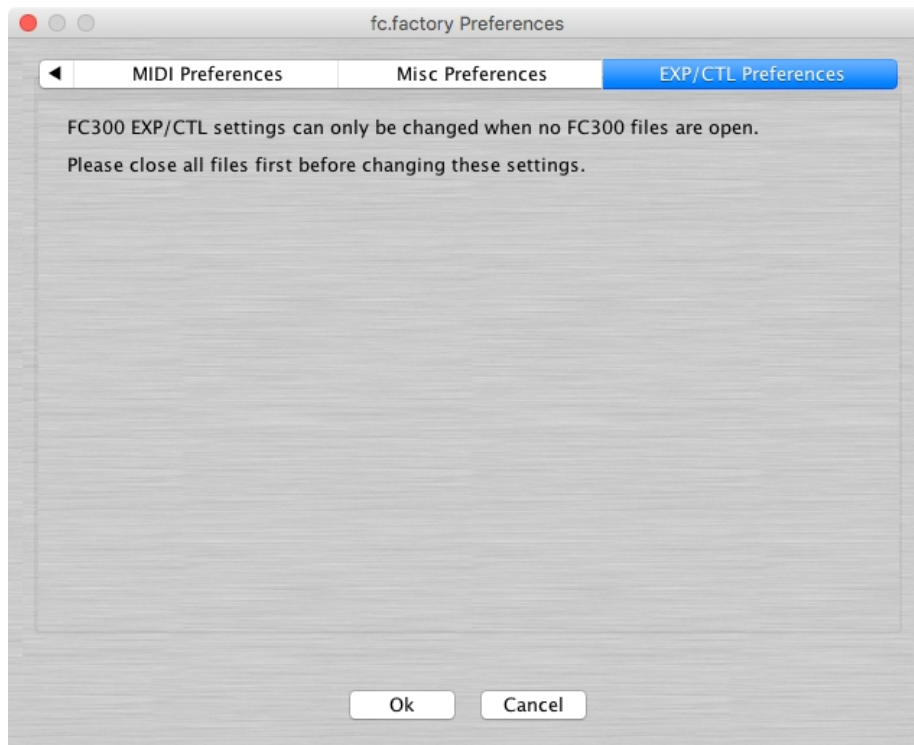


This tab has the following options:

SYS:E3/C3 Type	Allows you to set whether or not the pedal mode is either Expression Pedal 3 or Control Pedal (CTL) 3.
SYS:E4/C5 Type	Allows you to set whether or not the pedal mode is either Expression Pedal 4 or Control Pedal (CTL) 5.
SYS:E5/C7 Type	Allows you to set whether or not the pedal mode is either Expression Pedal 5 or Control Pedal (CTL) 7.
Fetch Settings from the FC300	Allows you to automatically get these settings from the FC300 if it is connected.


Note: you can only adjust these settings if no files are open within fc.factory. This is to ensure that there is no possibility of corrupting data if you were to change the settings, because these settings determine whether or not MIDI data is interpreted as either Expression Pedal data or Control Pedal data when data is loaded or saved.

If one or more files are open in fc.factory, the following message is displayed instead of the tab controls being shown.



Online Help

fc.factory provides a full online version of the fc.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 fc.factory topics
-  Displays the Index Navigation Pane, providing an indexed list of fc.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

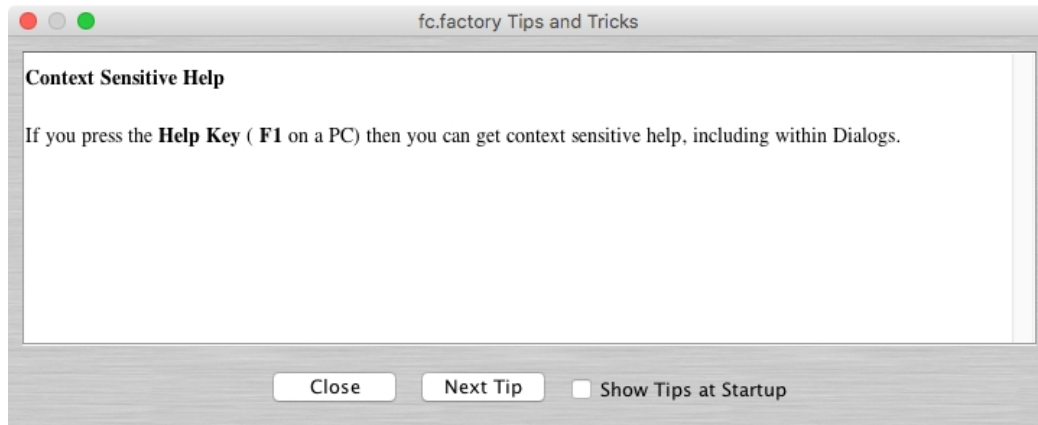
You can access context sensitive help by:

- 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 fc.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 fc.factory Dialog to access the relevant help page for the Dialog.

Tips and Tricks

The fc.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 fc.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 patch

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

MIDI Support

fc.factory supports the transfer of Patches between fc.factory and the FC300 via MIDI.

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

Context Sensitive Help

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

Keyboard Shortcuts

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

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

Table Sorting

You can sort Patch Tables by name by clicking in the Table **Name** Column header.

You can only DRAG COPY Certain Objects

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

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

Workspaces

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

The FC300 Controller Window

fc.factory has a special window called the FC300 Controller Window. This is a special window that represents the FC300 Controller itself.

By setting up the MIDI preferences settings you can Automatically export data from the FC300 Controller Window to the FC300 Controller when the data in the FC300 Controller Window is edited

Exporting Files to MIDI

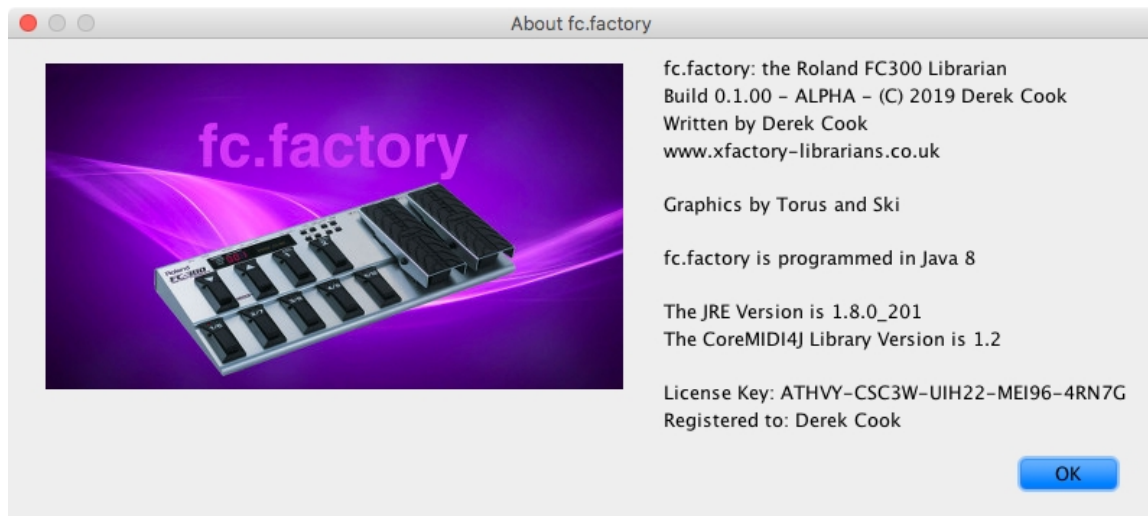
You can export a file directly to MIDI once it is opened. If you do this, then the data being exported is also copied to the FC300 Controller Window.

Importing from MIDI into a File

You can import directly from MIDI into a file. If you do this, then the data being imported is also copied to the FC300 Controller Window.

About fc.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 fc.factory.

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

Glossary

Term	Definition
Child Window	A window associated with an FC300 data file that you have opened that is used to display the contents of the file. Several Child Windows can be open within the fc.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 Patch Collection stores the 100 Patch 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 fc.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
FC300 Controller Window	A special instance of a Child Window that doesn't display data in a file, but which displays User data imported from the FC300 via MIDI
JRE	Java Run-time Environment. This provides the Java environment which fc.factory needs in order to run.
MDI	Multiple Document Interface. The type of user interface used by fc.factory which allows several Windows to be open within the main application window.
Menu Bar	The area of the fc.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.
Object	A piece of FC300 data such as a Patch or a Patch Collection.
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 fc.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 fc.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 FC300 File that you have opened. The view can be either a Tree View or a Table View . You can have several views open upon the same data, for example when you have split a Child Window .
Workspace	An arrangement of the main fc.factory Window and Child Windows which can be saved for subsequent recall.

Keyboard Short Cuts

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

In general, navigating between components uses these keys:

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

The shortcuts are divided into the following categories:

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

Keyboard Shortcuts for the Desktop and Child Windows

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

Keyboard Shortcuts for Tree Views

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

Keyboard Shortcuts for Table Views

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

Keyboard Editing Short Cuts for both Tree and Table Views

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

Keyboard Shortcuts for the Preferences Dialog

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

Keyboard Shortcuts for Text Editing Fields

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

Credits

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