

# Access Virus Editor Librarian

English



## INTRO

Thank you for your interest towards our Editor & Librarian software.

We built Access Virus Editor to control ANY Access Virus model over MIDI or USB. Modern synths come up with an integration tool to hook your synth into DAW and we wanted to give this same opportunity to you as well. Connect MIDI input & output, Audio jack cables to mixing console / sound card and fire up your DAW to get started!

Virus Editor User Manual contains instructions to get the Editor installed and configured properly.

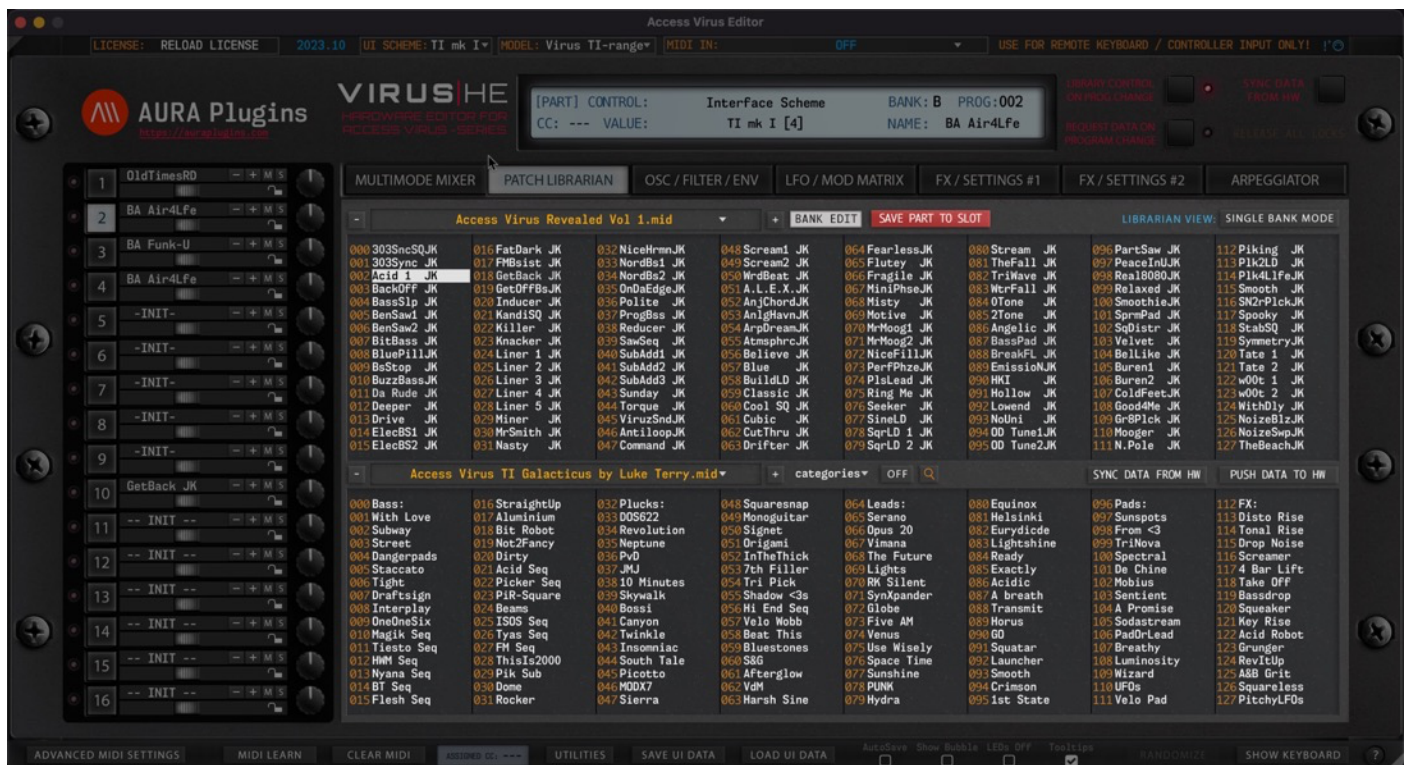
### Disclaimer

Our company & product has nothing to do with Access Music GmbH.  
If there is an issue with our product, open a support ticket in your account page.

You can find support details at the end of this document.  
Support and updates are free for life to anyone who has bought the license from our store.

# Librarian

In this chapter, we are going to walk through the usage of the Patch Librarian and all its functions & possibilities. It might take some time to understand how it works, but for those who used **Emagic SoundDiver** in the past, this workflow is pretty much the same.



We have made the librarian look and feel the same across all our products. i.e., Waldorf Blofeld Editor has the same functions in the librarian, with some additional features like ability to import microQ and Q banks in the librarian.

But in general, you can request data from hardware to the librarian, store data from librarian to hardware, store banks to HDD as you make edits etc.

**NOTE:** Librarian view is not synchronized with hardware memory. Librarian view displays SINGLE or MULTI data stored in your HDD ([data folder]/Patches/ -folder).

**NOTE:** Keep your banks organized. If you have too many levels in your folder tree, librarian is not able to solve it.

- [data folder]/Patches/sub folder 1/sub folder 2/my bank.mid - this is OK.
- [data folder]/Patches/sub folder 1/sub folder 2/sub folder3/my bank.mid – this is NOT OK.

There is a lot to cover in this chapter, so it is a perfect time to get a cup of coffee or tea.

Let's dive in!



# BASIC LAYOUT AND FUNCTIONS

Let's start with the definitions of basic layout and button / menu explanations.

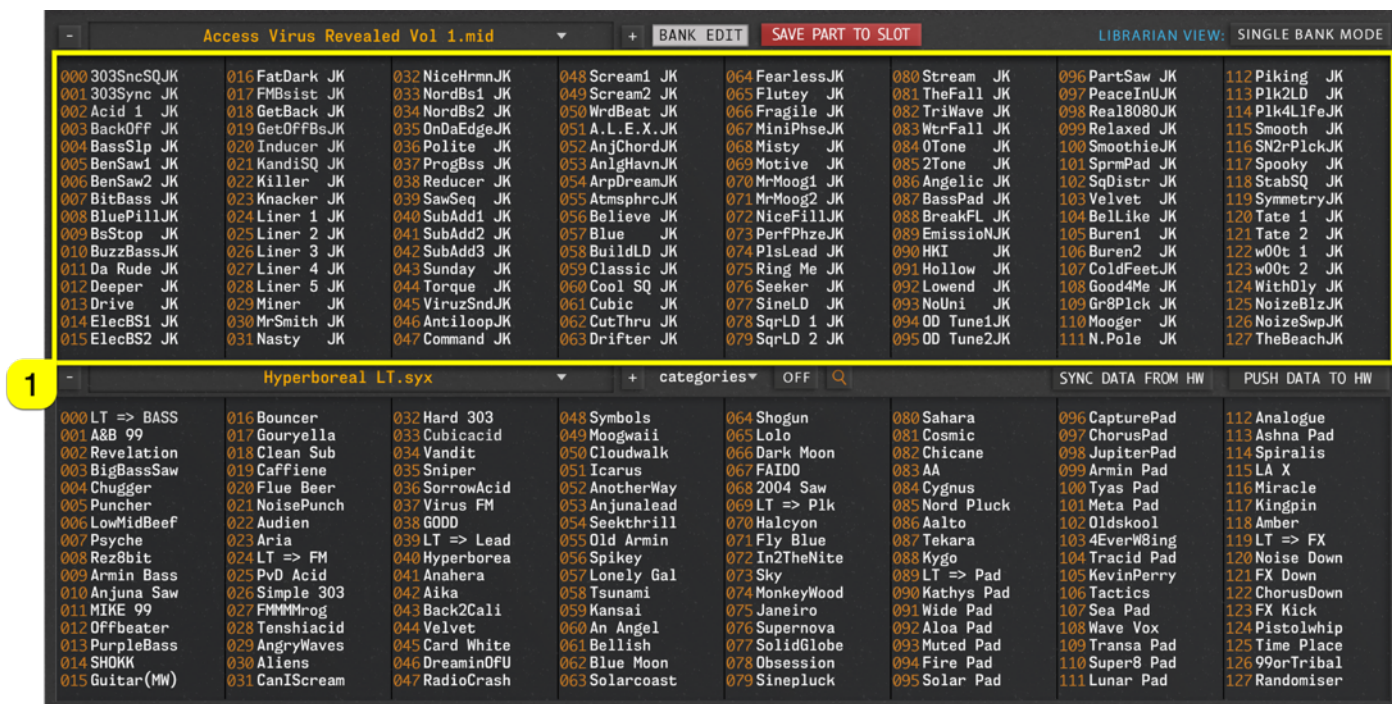
- [1] & [8] = Select previous SINGLE or MULTI bank from the bank tree.
- [2] & [9] = Display popup menu of SINGLE or MULTI banks. Menu displays banks from **data folder**.
- [3] & [10] = Select next SINGLE or MULTI bank from the bank tree.
- [4] = Open Bank Edit menu, with most of the available request, write and other utilities. More details below.
- [5] = Save data from currently selected part TO currently selected librarian slot (upper view only).
- [6] = Display SINGLE or MULTI mode programs in the librarian window.
- [7] = Upper data view, also used as EDIT BUFFER. Data can be edited only in the upper data view. Double click any entry to send the data to currently active part.
- [11] = Display Category filter drop down menu. Categories are Access Virus pre-defined categories. When category is set, another category filter comes available to narrow down your filter results.
- [12] = Toggle on Category filtering. Selected category results will be shown in the lower data view. Check Utilities menu functions above to learn more about Librarian Preferences regarding to Category filters.
- [13] = Toggle on Search function. Search results will be shown in the lower data view. Check Utilities menu functions above to learn more about Librarian Preferences regarding to Search settings.
- [14] = Sync Data From Hw function was explained earlier in the manual.
- [15] = Push Data To Hw function. More details below.
- [16] = Lower data view. This view can be changed while upper data view is locked due to unsaved data changes. Double click any entry to send the data to currently active part.



Now that we understand the basic layout, we can dive into more specific details per function.

## Upper Data View

Upper [1] and lower data list views has different function in the Editor behavior. Upper list acts as an edit buffer or “destination” for your bank editing.



Here is what you **can** do:

- drag and drop data from upper list slot to another slot in upper list OR
- drag and drop data from lower list slot to upper list slot.
- copy data from upper OR lower list slot and paste the data to any of the upper list slots.
- rename any single patch or multi program in upper list view.
- initialize single slot from upper list view or initialize the entire bank at once.

Here is what you **cannot** do:

- drag and drop data from upper list to lower list.



## Lower Data View

Lower [2] data list acts as a “source” where you can copy data from and still browse banks while upper list view has unsaved edits. Category and search results are shown in lower list.

Access Virus Revealed Vol 1.mid								BANK EDIT		SAVE PART TO SLOT		LIBRARIAN VIEW: SINGLE BANK MODE	
000 303SncSJK	016 FatDark JK	032 NiceHrmnJK	048 Scream1 JK	064 FearlessJK	080 Stream JK	096 PartSaw JK	112 Piking JK						
001 303Sync JK	017 FMBsist JK	033 NordBs1 JK	049 Scream2 JK	065 Flutey JK	081 TheFall JK	097 PeaceInUJK	113 Plk2LD JK						
002 Acid 1 JK	018 GetBack JK	034 NordBs2 JK	050 WrDBeat JK	066 Fragile JK	082 TriWave JK	098 Real8080JK	114 Plk4LlfeJK						
003 BackOff JK	019 GetOffBsJK	035 OnDaEdgeJK	051 A.L.E.X.JK	067 MiniPhseJK	083 WtrFall JK	099 Relaxed JK	115 Smooth JK						
004 BassSlp JK	020 Inducer JK	036 Polite JK	052 AnJChordJK	068 Misty JK	084 0Tone JK	100 SmoothieJK	116 SN2rPlckJK						
005 BenSaw1 JK	021 KandiSQ JK	037 ProgBss JK	053 AnJHavnJK	069 Motive JK	085 2Tone JK	101 SprmPad JK	117 Spooky JK						
006 BenSaw2 JK	022 Killer JK	038 Reducer JK	054 ArpDreamJK	070 MrMoog1 JK	086 Angelic JK	102 SqDistr JK	118 StabSQ JK						
007 BitBass JK	023 Knacker JK	039 SawSeq JK	055 AtmsphrcJK	071 MrMoog2 JK	087 BassPad JK	103 Velvet JK	119 SymmetryJK						
008 BluePillJK	024 Liner 1 JK	040 SubAdd1 JK	056 Believe JK	072 NiceFillJK	088 BreakFL JK	104 BelLike JK	120 Tate 1 JK						
009 BsStop JK	025 Liner 2 JK	041 SubAdd2 JK	057 Blue JK	073 PerfPhzeJK	089 EmissioNJK	105 Buren1 JK	121 Tate 2 JK						
010 BuzzBassJK	026 Liner 3 JK	042 SubAdd3 JK	058 BuildLD JK	074 PlsLead JK	090 HKI JK	106 Buren2 JK	122 w00t 1 JK						
011 Da Rude JK	027 Liner 4 JK	043 Sunday JK	059 Classic JK	075 Ring Me JK	091 Hollow JK	107 ColdFeetJK	123 w00t 2 JK						
012 Deeper JK	028 Liner 5 JK	044 Torque JK	060 Cool SQ JK	076 Seeker JK	092 Lowend JK	108 Good4Me JK	124 WithDly JK						
013 Drive JK	029 Miner JK	045 ViruzSndJK	061 Cubic JK	077 SineLD JK	093 NoUni JK	109 Gr8Plck JK	125 NoizeBlzJK						
014 ElecBS1 JK	030 MrSmith JK	046 AntiloopJK	062 CutThru JK	078 SqrLD 1 JK	094 0D Tune1JK	110 Mooger JK	126 NoizeSwpJK						
015 ElecBS2 JK	031 Nasty JK	047 Command JK	063 Drifter JK	079 SqrLD 2 JK	095 0D Tune2JK	111 N.Pole JK	127 TheBeachJK						

Hyperboreal LT.syx								categories		OFF		SYNC DATA FROM HW		PUSH DATA TO HW	
000 LT => BASS	016 Bouncer	032 Hard 303	048 Symbols	064 Shogun	080 Sahara	096 CapturePad	112 Analogue								
001 A&B 99	017 Gouryella	033 Cubicacid	049 Moogwaii	065 Lolo	081 Cosmic	097 ChorusPad	113 Ashna Pad								
002 Revelation	018 Clean Sub	034 Vandit	050 Cloudwalk	066 Dark Moon	082 Chicane	098 JupiterPad	114 Spiral								
003 BigBassSaw	019 Caffiene	035 Sniper	051 Icarus	067 FAID0	083 AA	099 Armin Pad	115 LA X								
004 Chugger	020 Flue Beer	036 SorrowAcid	052 AnotherWay	068 2004 Saw	084 Cygnus	100 Tyas Pad	116 Miracle								
005 Puncher	021 NoisePunch	037 Virus FM	053 Anjunalead	069 LT => Plk	085 Nord Pluck	101 Meta Pad	117 Kingpin								
006 LowMidBeef	022 Audien	038 GOOD	054 Seekthrill	070 Halcyon	086 Aalto	102 Oldskool	118 Amber								
007 Psyche	023 Aria	039 LT => Lead	055 Old Armin	071 Fly Blue	087 Tekara	103 Velvet	119 LT => FX								
008 Rez8bit	024 LT => FM	040 Hyperborea	056 Spikey	072 In2TheNite	088 Kygo	104 Tracid Pad	120 Noise Down								
009 Armin Bass	025 PvD Acid	041 Anahera	057 Lonely Gal	073 Sky	089 LT => Pad	105 KevinPerry	121 FX Down								
010 Anjuna Saw	026 Simple 303	042 Aika	058 Tsunami	074 MonkeyWood	090 Kathys Pad	106 Tactics	122 ChorusDown								
011 MIKE 99	027 FMMWrog	043 Back2Cali	059 Kansai	075 Janeiro	091 Wide Pad	107 Sea Pad	123 FX Kick								
012 Offbeater	028 Tenshiacid	044 Velvet	060 An Angel	076 Supernova	092 Aloa Pad	108 Wave Vox	124 Pistolwhip								
013 PurpleBass	029 AngryWaves	045 Card White	061 Bellish	077 SolidGlobe	093 Muted Pad	109 Transa Pad	125 Time Place								
014 SHOKK	030 Aliens	046 DreaminOFU	062 Blue Moon	078 Obsession	094 Fire Pad	110 Super8 Pad	126 99orTribal								
015 Guitar(MW)	031 CanIScream	047 RadioCrash	063 Solarcoast	079 Sinepluck	095 Solar Pad	111 Lunar Pad	127 Randomiser								

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You can also initiate category filtering or search for a certain patch from the entire catalogue, even when bank editing is active.

*Drag and Drop Examples: 1 and 2 are OK - 3 is not going to work*

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Hyperboreal LT.syx								categories		OFF		SYNC DATA FROM HW		PUSH DATA TO HW	
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015 Guitar(MW)	031 CanIScream	047 RadioCrash	063 Solarcoast	079 Sinepluck	095 Solar Pad	111 Lunar Pad	127 Randomiser								



## Send SINGLE or MULTI to hardware

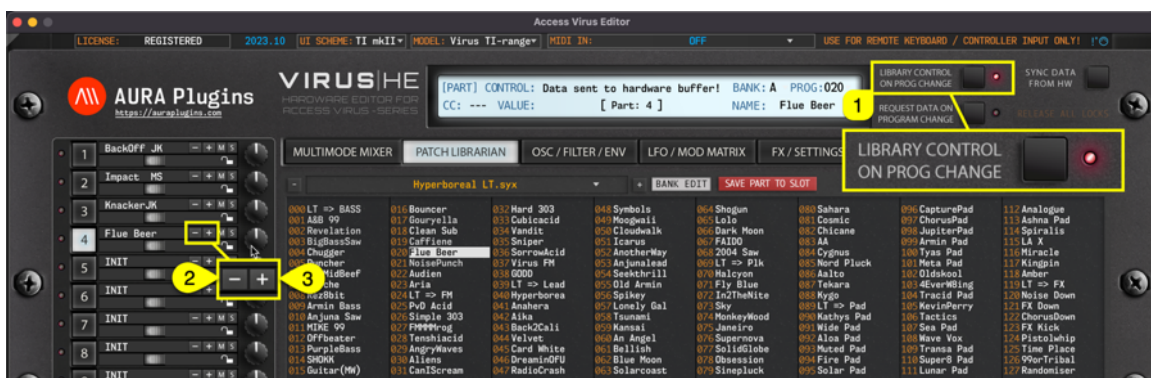
Sending data from Librarian slot to hardware is simple. Choose **part [1]** where you want the data to be sent and then **double click** any **program name [2]** from upper or lower data view. You can also drag and drop presets from Librarian to parts. Start dragging a preset from the list and drop it over the part name!



You can use keyboard arrow keys to select programs, but mouse cursor must be over the program list view.

- Arrow down will select patch below the current patch.
- Arrow up will select patch above the current patch.
- Arrow left will select patch left to the current patch.
- Arrow right will select patch right to the current patch.

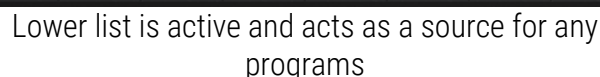
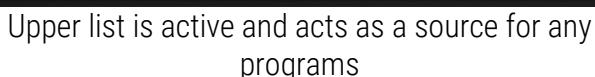
Changing librarian programs with - [1] or + [2] buttons work too, but only when **LIBRARY CONTROL ON PROG CHANGE [3]** is toggled on.



Program changes via MIDI will select corresponding patch from the librarian and send it to the hardware as well. i.e., Program Change 98 will send patch from slot 98 to the hardware.

**TIP:** Programs are sent to hardware based on the currently active list. Active list is the one which has the white box around the program name.





Use **- [1]** or **+ [2]** to select between previous and next bank from the HDD. You can also select bank by clicking the **bank name [3]** area. This will show a pop-up menu with all compatible banks in the Patches folder. Both lists behave the same unless Category or Search filter is on.

**TIP:** You can use the lower data list if upper data list view is locked due to unsaved edits. This is handy if you want to combine patches from different banks to your personal favorites bank.

**TIP:** You can also change bank from the main control display area if Librarian Control on Program Change is toggled on as mentioned earlier.

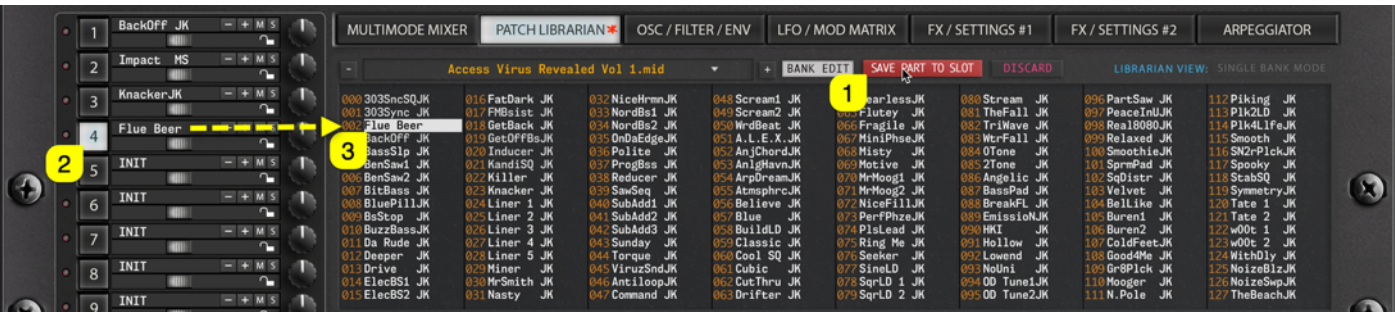
# Save Part to Slot

SAVE PART TO SLOT function is only available when LIBRARIAN VIEW is set to SINGLE BANK MODE and only when upper data list view is active.



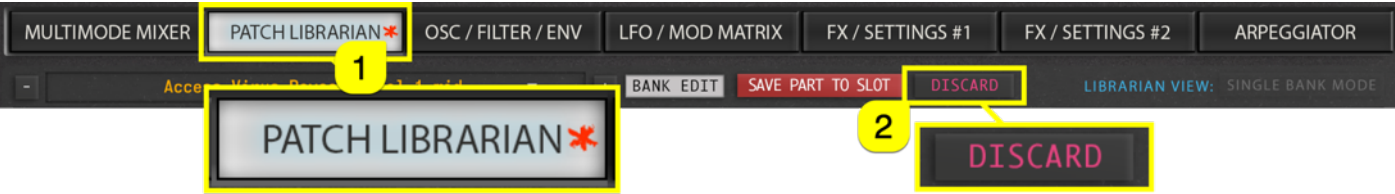
Now, to understand how this function works, let's break it down:

Once you click **SAVE PART TO SLOT** [1] button, Editor will GET data from **currently active part** [2] to currently selected **librarian slot** [3].



Once bank is modified, RED \* sign will appear in the **PATCH LIBRARIAN** [1] tab to indicate that there are unsaved changes in the current bank.

Upper list bank - / + and bank drop down menus are disabled, until changes are saved or if you **DISCARD** [2] to trash your changes.

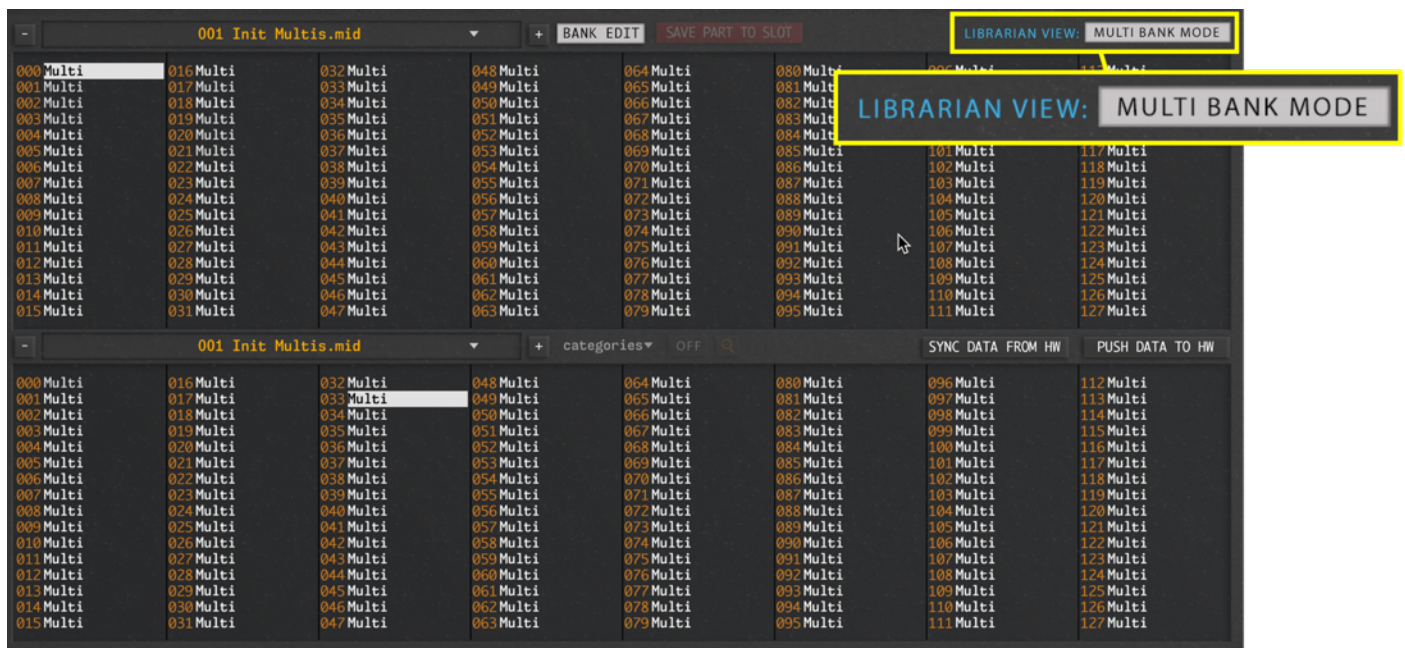


You can continue browsing between different banks with the lower data view if you wish.



## Librarian View

**LIBRARIAN View** button allows you to view **SINGLE** patch bank contents in the data view areas or **MULTI** bank contents.



When **SINGLE** mode is chosen, you can load individual patches to your currently selected part.

When **MULTI** mode is chosen, you can load **MULTI** program to Virus, which contains information about the **MULTI** only. Only issue with **MULTI** programs is that the program data does not “know” which patch was set on each part, instead it only recognizes the programs by Bank and Program numbers.

**NOTE:** if you write **SINGLE** data to your hardware memory, **MULTI** data is not aware of this change and cannot map the sound from different location of the hardware even if it would be available.

We recommend using **SAVE UI DATA** function to write your data in our HDD. This format has each part patch stored in it and it loads them from the file once they are being opened.

## Category Filter

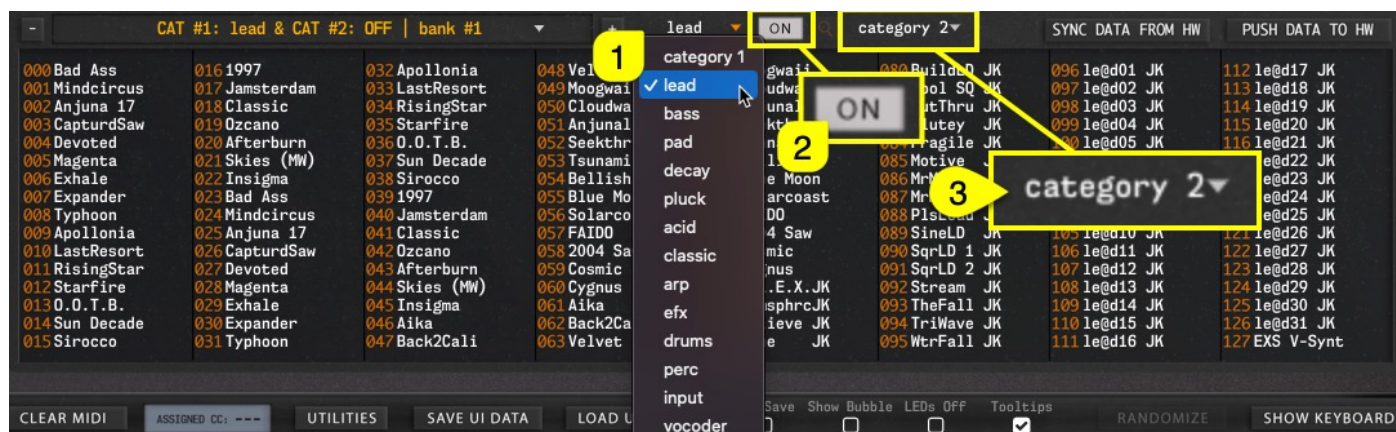
You can sort patches based on the category set in the FX / SETTINGS #1 tab. You can set two category tags per SINGLE patch.



Category patches will be shown in the lower data list view once Category sorting is activated.

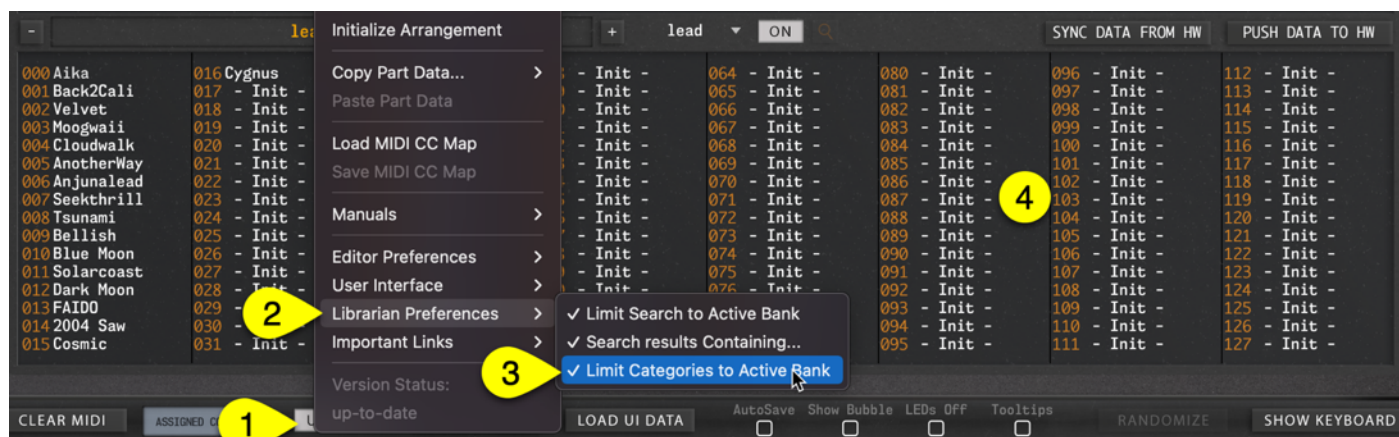
This is helpful when you want to get patches from a specific category and copy those patches to your favorite list in the upper data list view.

Choose Category from the **categories [1]** pop-up menu and activate the category sorting by toggling on the **Category Filter [2]**.

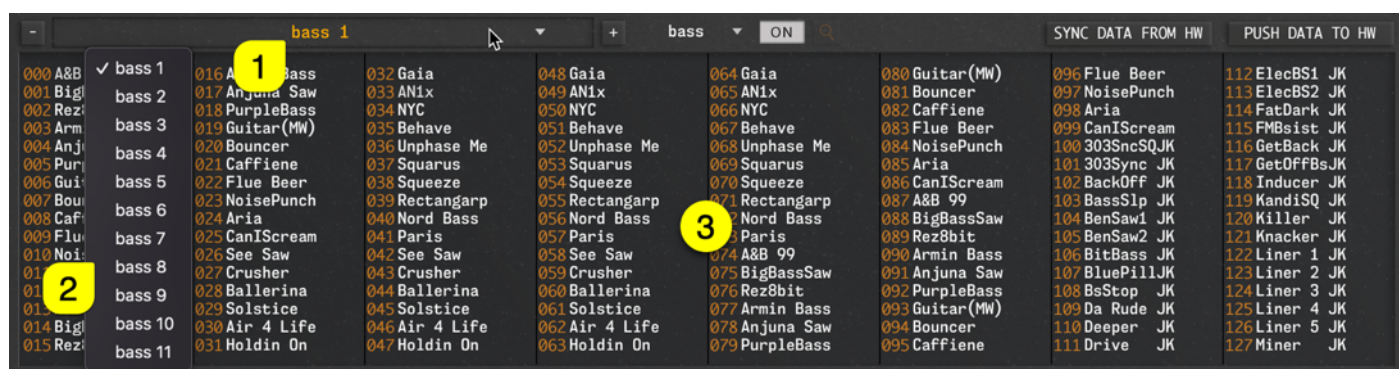




As we can see from the **librarian program view** [4], there are only a few results returning after Category filter was toggled on. As a default, **Limit Categories to Active Bank** [3] is toggled on, which only checks patches from currently active bank. This can be changed from **Utilities** [1] menu -> **Librarian Preferences** [2] to change how Categories are checked across all librarian banks.



Now that the Category Limitation is unchecked, we can see a lot more results in the **librarian program view** [3]. Click the **category menu** [1] to open the pop-up menu showing all the different **category banks** [2] available. You can use bank - / + buttons to change banks as well.

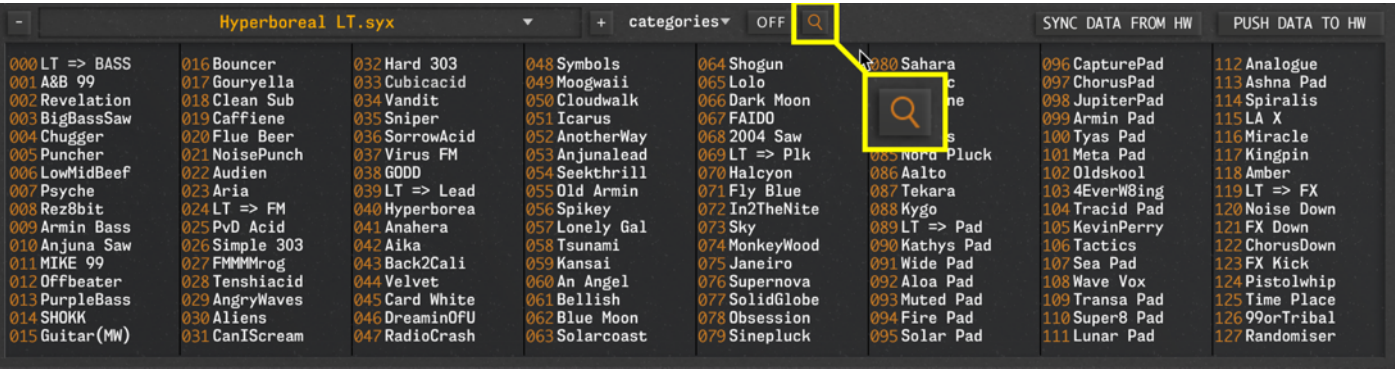


**TIP:** If category filter and LIBRARY CONTROL ON PROGRAM CHANGE are on and lower list is active, you can change category organized patches with same MIDI, mouse and keyboard commands as mentioned earlier.

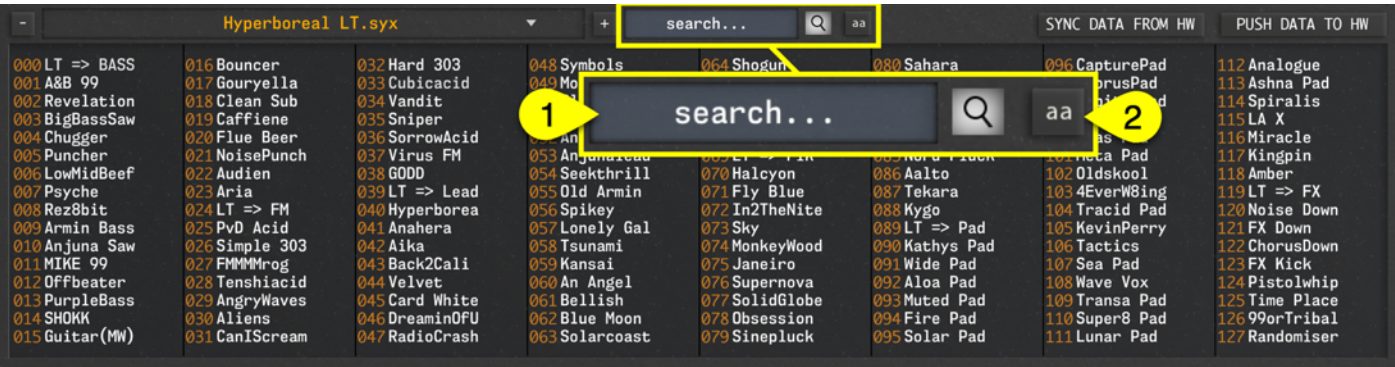
Toggle off Category Filter button to display normal patches in the lower data list.

# Search Filter

You can search patches from the entire patch catalogue based on your search terms. Activate search function by clicking the **magnifying glass**.



Category filtering options will be replaced by **search field [1]** and **case sensitive search [2]** filter.



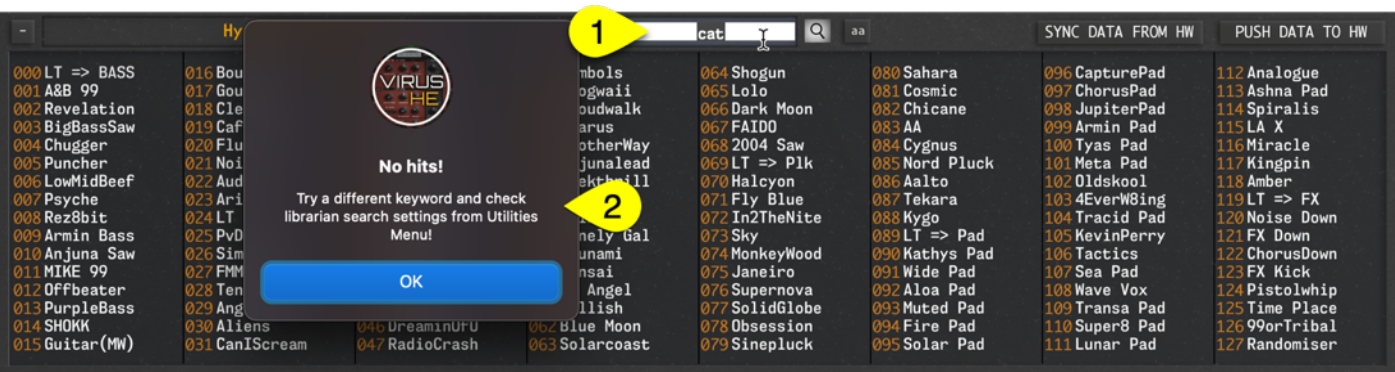
To perform a successful search, **type in at least three** characters to get some results. Search results are then shown in the lower list and selecting patches happens like mentioned earlier. You can also copy and paste search results to upper list as you wish.

Use **case sensitive [2]** toggle to define if search results should match the case how you typed it or leave it off to show a much broader results screen.

- PLK search term with case sensitive filter **off [aa]** will show all patches containing plk and PLK or plK etc.
- PLK search term with case sensitive filter **on [Aa]** will show results containing exact match.

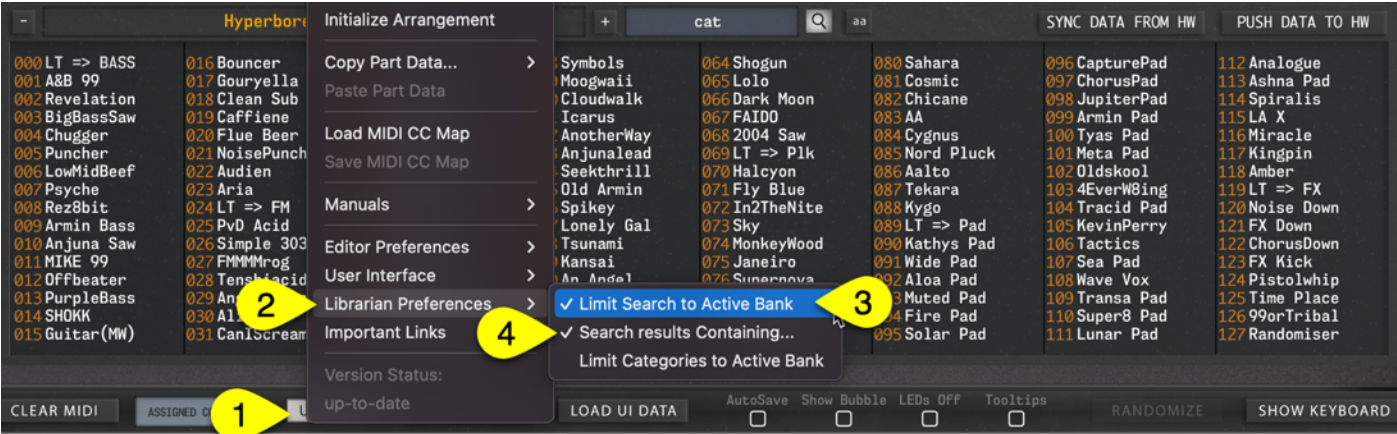
If search term gives you multiple banks or results, you can view them just like with the category filter by choosing different bank with - / + buttons or bank select drop down menu.

In the sample below, I tried to perform search for “cat” [1] but I got popup window saying No Hits! [2].

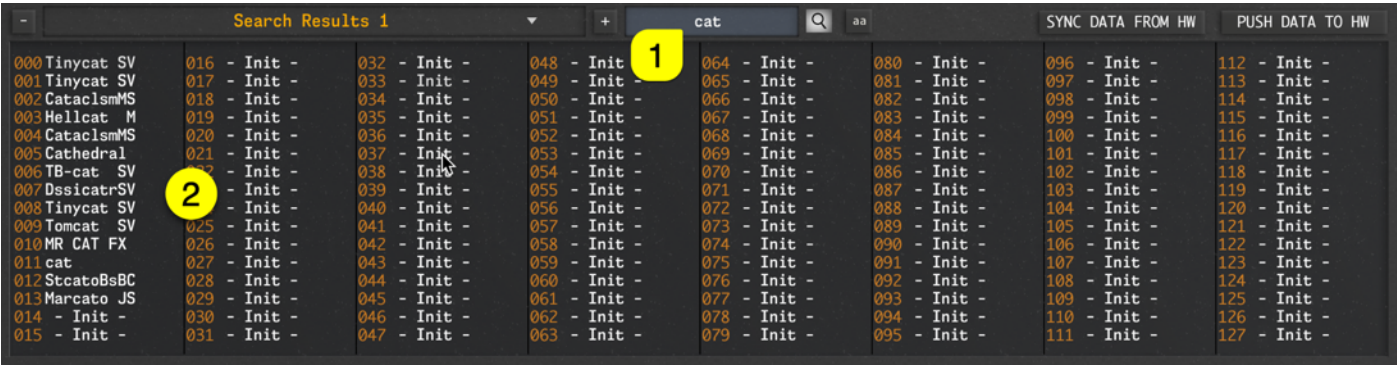




I thought that one or more patches MUST have a word “cat” in it, so I changed search settings from Utilities [1] menu -> Librarian Preferences [2] and unchecked Limit Search to Active Bank [3]. Search results Containing... [4] defaults to on, which will search patch name containing your search term, instead searching from the 1<sup>st</sup> character onward.



Still using search term “cat” [1] and as we can see, there are some results [2]. Limit Search to Active Bank defaults to on.



Toggle of magnifying glass to display normal patches in the lower data list.

# BANK EDIT MENU

This chapter contains a lot, so let's break it down a bit. When Librarian View is set to SINGLE BANK mode, Bank Edit menu contains different elements compared to MULTI BANK mode.

I.e., You can write SINGLE patches to a certain RAM bank in hardware, whereas in MULTI mode, there is only one destination available for data write.

We will cover SINGLE MODE functions from the menu first and compare those to MULTI MODE functions in the context.

After BANK functions are done with, we will check how to import banks to Librarian and how to save banks to HDD. There are also some helpful actions in the menu as well.

Let's begin!



## BANK EDIT menu overview

Open menu by clicking the **BANK EDIT** [1] button in the Librarian.



There are different segments in the menu to keep functions in order:

- Request Patch / Multi Data...
- Store Patch / Multi Data...
- Sync Current Data from HW
- Push Current Multi to HW

Functions above represents hardware to software and software to hardware specific commands.

- Overwrite Bank
- Save As...
- Import...
- Refresh Folders

Functions above are HDD to librarian and librarian to HDD specific commands. Rest of the functions are not relevant to Librarian usage, and we will discuss them later in the manual.

## Request SINGLE PATCH Data from Hardware

Open **BANK EDIT** menu and select **Request Patch Data...** [1] item from the menu. This will open a sub menu, with different request options:

[2] from Active Slot to Plug-in GUI

- Request data **from hardware buffer** to **active part** of the Editor **user interface**.

[3] from Active Slot to Librarian

- Request data **from hardware buffer** to **active slot in the librarian** view.

[4] from Selected Program Slot

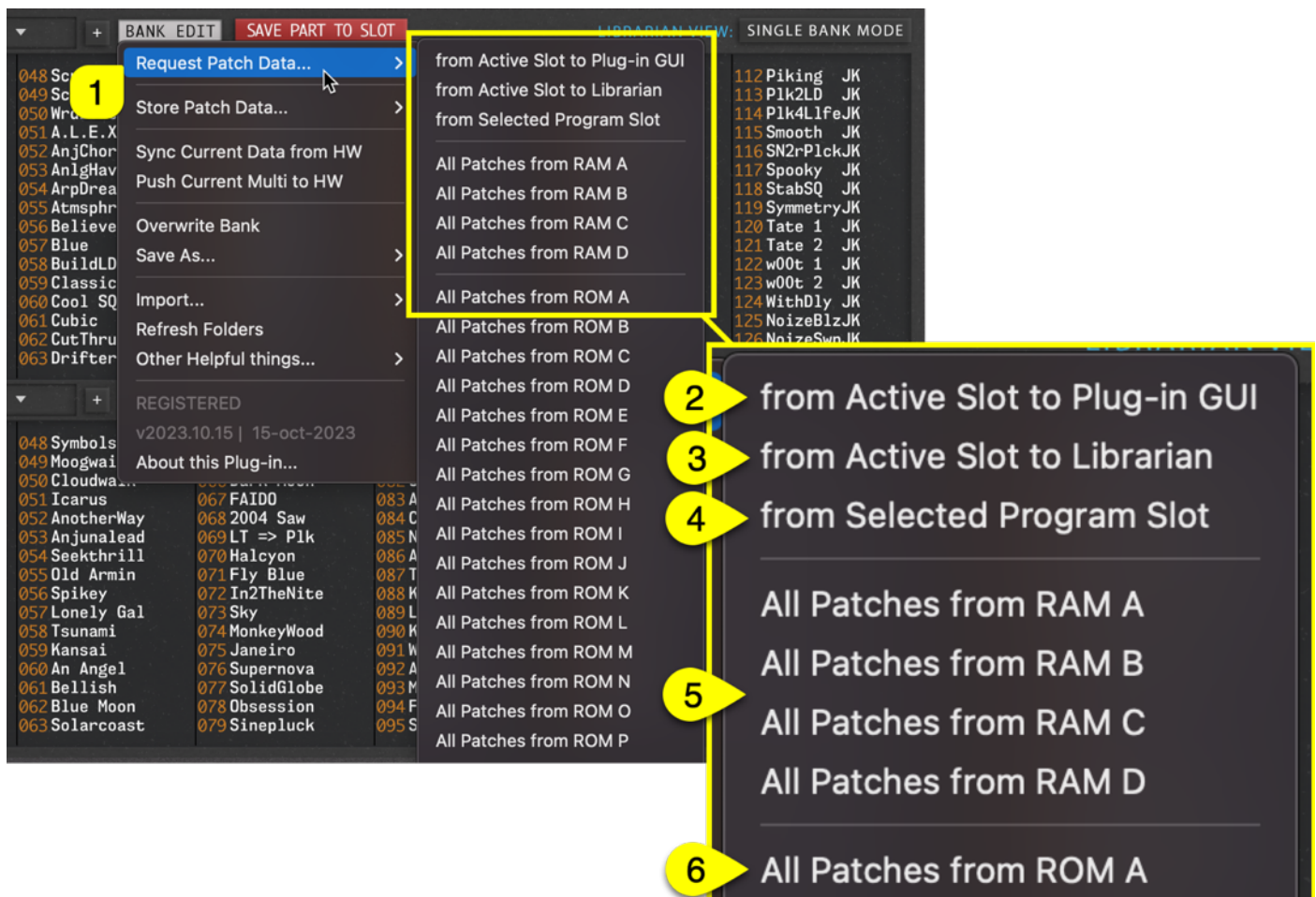
- Request data **from hardware** to **active slot in the librarian** view, based on bank and program combination.
  - Bank is chosen from the Editor control display.
  - Program is determined by the chosen slot in the librarian view.

[5] All Patches from RAM A ... D (\*)

- Requests **all patches** from the selected hardware **RAM** bank to **librarian**.

[6] All Patches from ROM A ... Z (\*)

- Requests **all patches** from the selected hardware **ROM** bank to **librarian**.



\*) Menu items vary just a little between older Virus models and Virus TI-series.



## Store SINGLE PATCH Data to Hardware

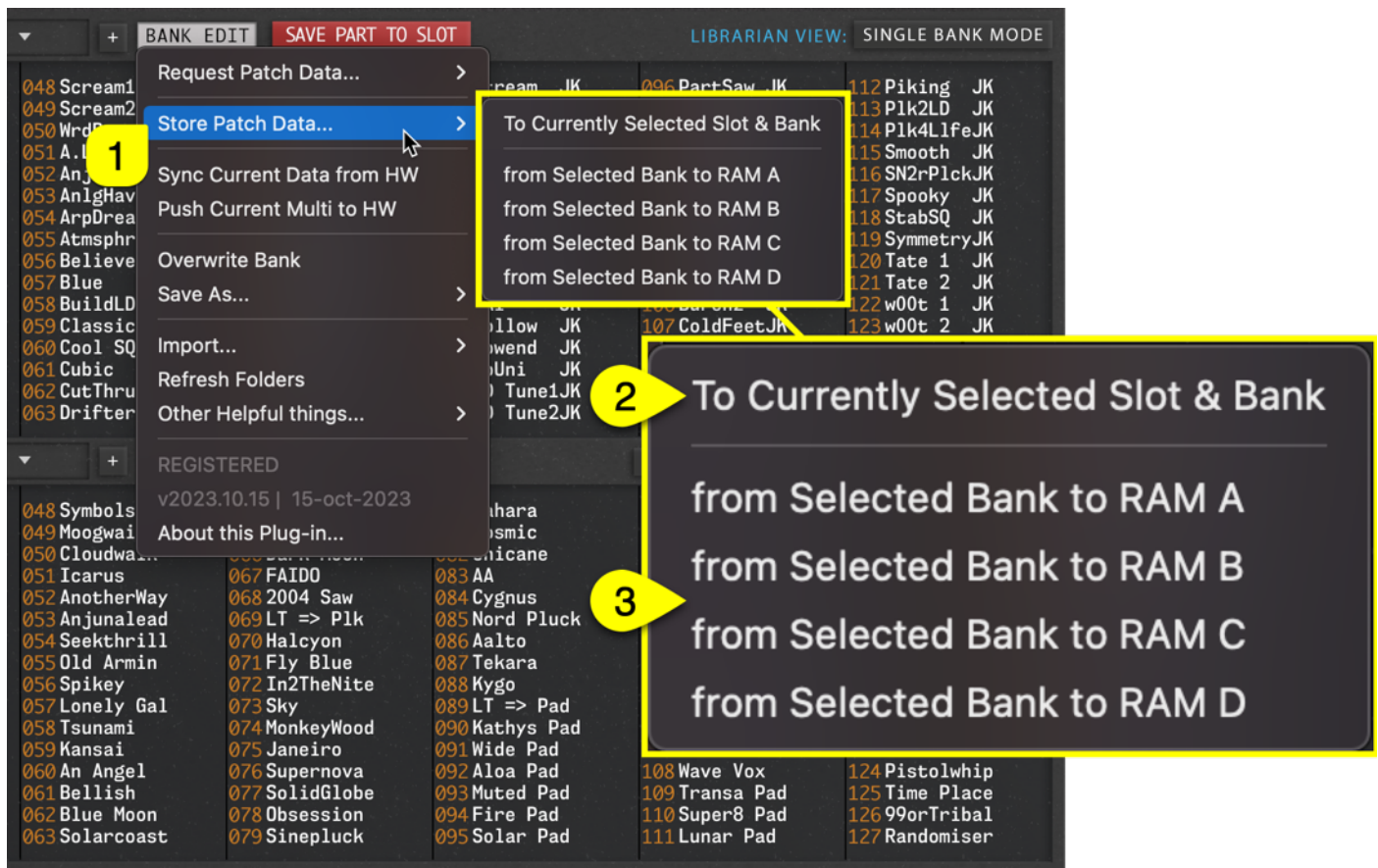
Open **BANK EDIT** menu and select **Store Patch Data...** [1] item from the menu. This will open a sub menu, with different storing options:

[2] To Currently Selected Slot & Bank

- Store **single patch data** to **hardware memory** based on the Editor Bank & Patch combination.

[3] from Selected Bank to RAM A ... D (\*)

- Store **all patches** from currently **active Librarian list** to selected **RAM** destination!



\*) Menu items vary just a little between older Virus models and Virus TI-series.

**TIP:** You can toggle on Category filter on the Librarian and store i.e., Sequence patches to the hardware memory if you wish to do so! Same applies to search results. Just remember to make the lower list active before storing data.

**TIP:** Do not disturb the data flow while writing is in progress. Let it complete the write task and start your tweaks after it is finished.

## Request MULTI Data from Hardware

When Librarian View is in **MULTI BANK MODE** [1], open **BANK EDIT** menu and you can see that it has different items compared to SINGLE BANK MODE. Select **Request Multi Data...** [1] item from the menu. This will open a sub menu, with different request options:

[3] from Temp Buffer to Plug-in GUI

- Request Arrangement data **from hardware buffer** to the Editor **user interface**.

[4] from Temp Buffer to Librarian

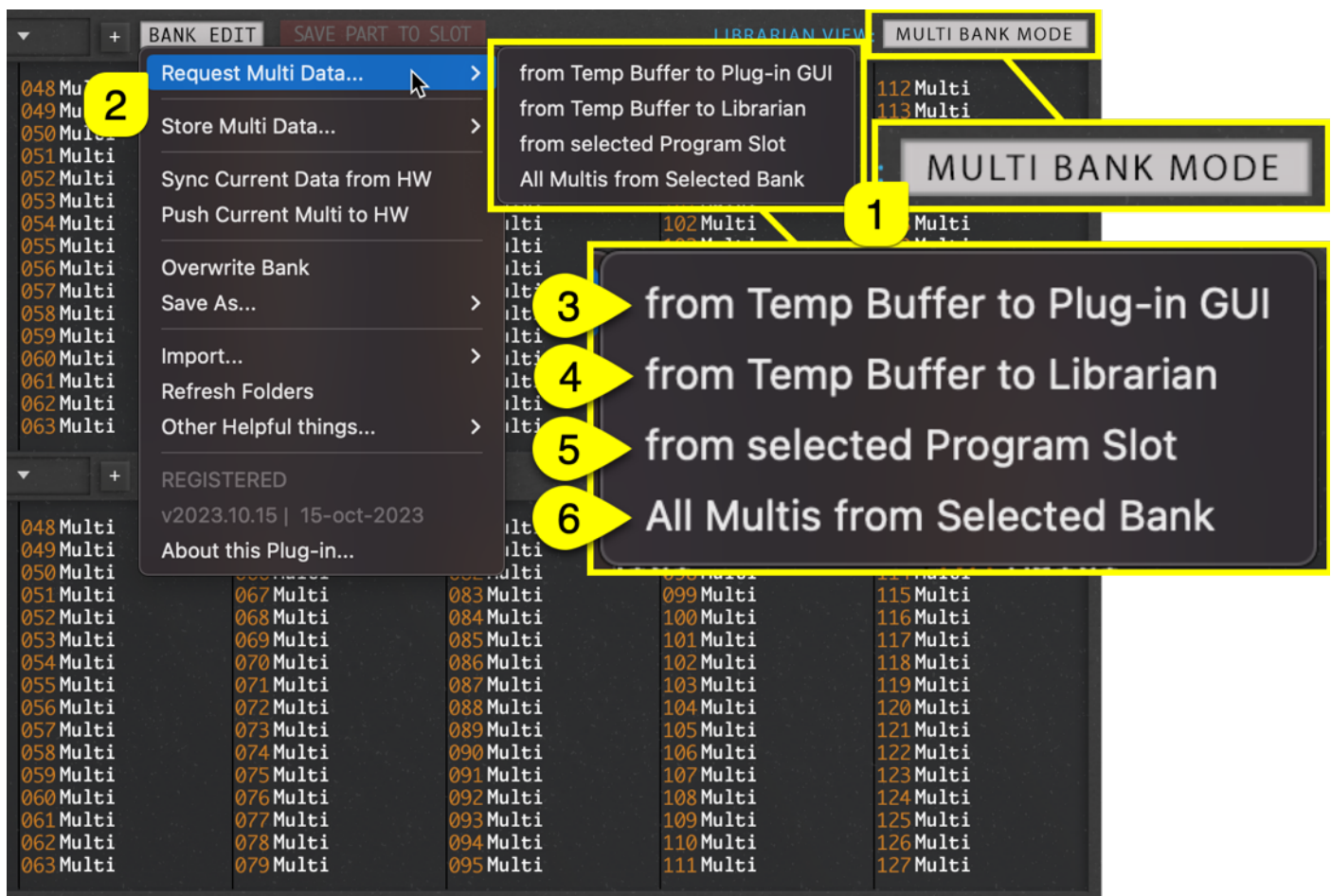
- Request Multi data **from hardware buffer** to **active slot in the librarian** view.

[5] from Selected Program Slot

- Request data **from hardware** to **active slot in the librarian** view, based on current program.
  - Program is determined by the chosen slot in the librarian view.

[6] All Multis from Selected Bank

- Requests **all multis** from the hardware to **librarian**.





## Store MULTI Data to Hardware

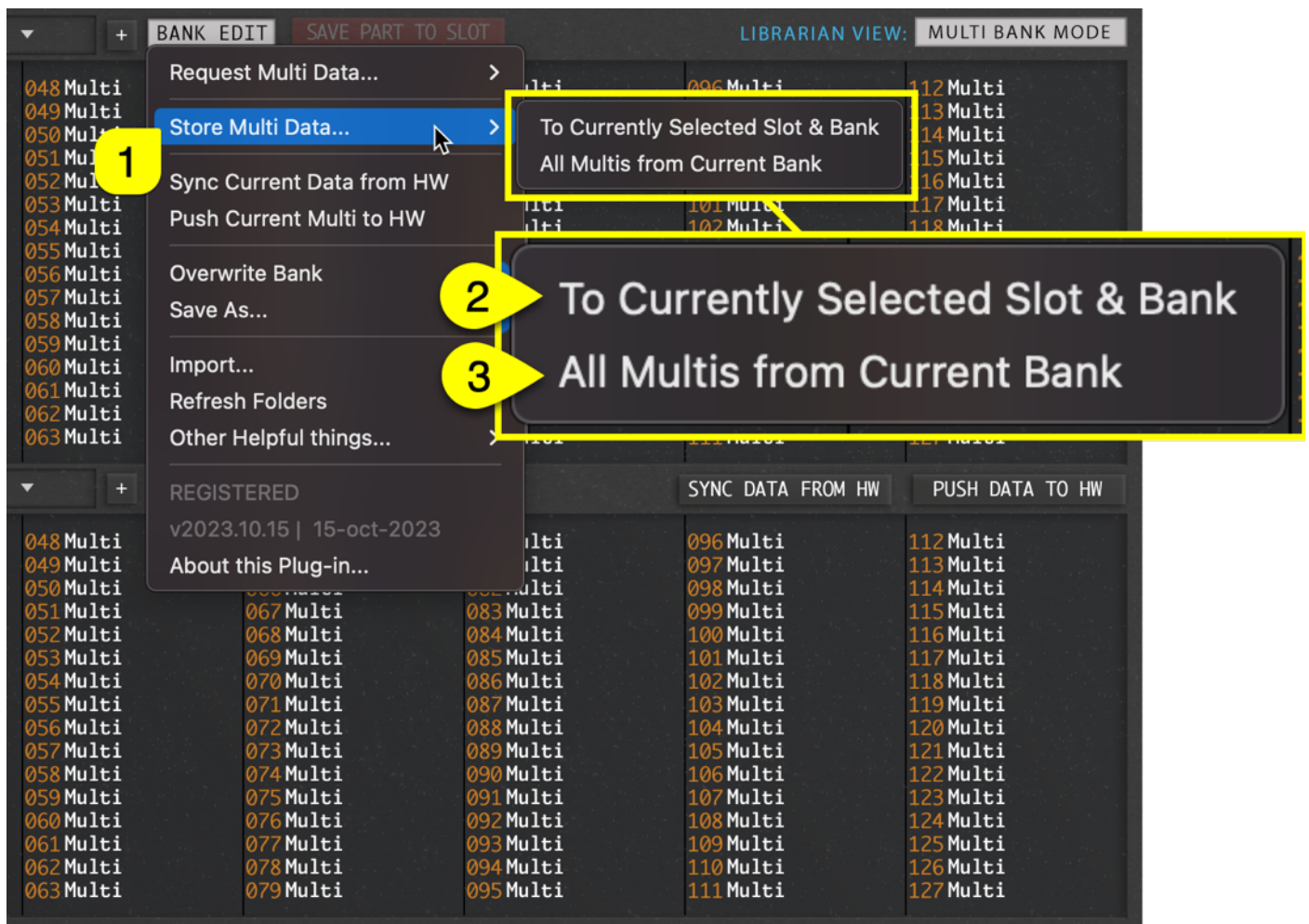
Open **BANK EDIT** menu and select **Store Multi Data...** [1] item from the menu. This will open a sub menu, with different storing options:

[2] To Currently Selected Slot & Bank

- Store **single multi data** to **hardware memory** based on the Editor Patch number.

[3] All Multis from Current Bank

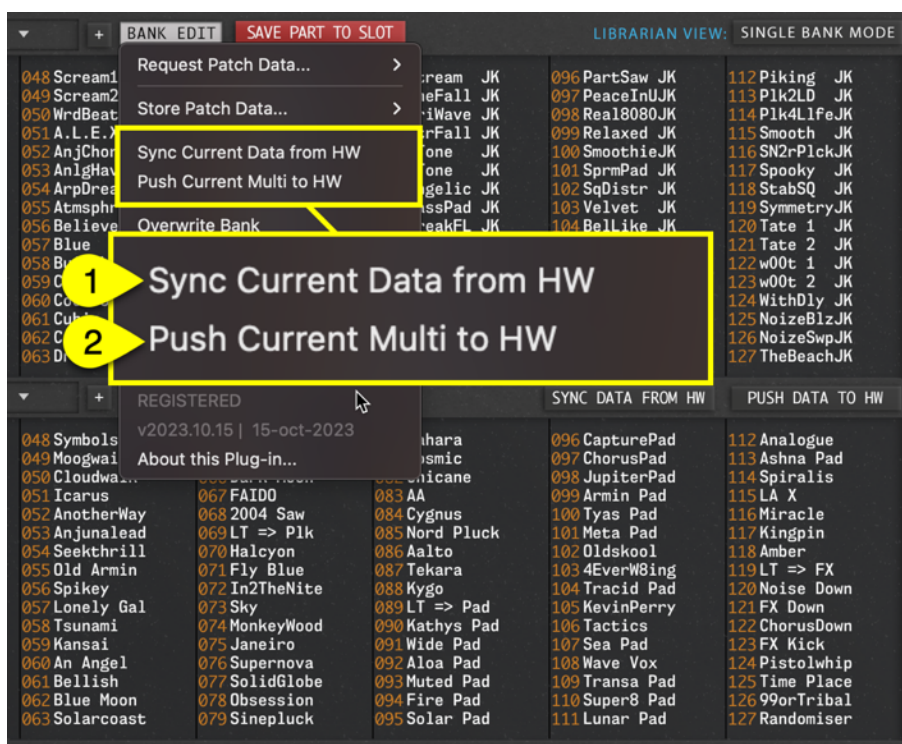
- Store **all multis** from currently **active Librarian** list to hardware! There is only one bank available so we can't offer any RAM bank destinations.



## Sync Data with HW

**Sync Data from HW [1]** will request the entire Multi, Parts 1 to 16 and System settings from the Virus to the Editor user interface. If your model is set to Virus TI Snow, then you will only receive parts 1 to 4.

**Push Current Multi to HW [2]** will push your current Editor user interface settings to the hardware temp memory. Librarian view "PUSH DATA TO HW" button has the same function, and it is very helpful if you open your session in a different studio and their Virus is connected in different MIDI configuration. After setting the MIDI I/O, you can just push the Editor settings to their Virus (or yours if needed)!





## Overwrite Bank

This option will **overwrite** your currently chosen bank in the **Upper Librarian View**. In this case we would overwrite "Access Virus Revealed Vol 1.mid" permanently!



If **AutoSave** [1] is toggled on, then any changes made to the **upper bank view** [2] will be automatically overwritten to the bank in question [3]. Again, there is no UNDO, so be cautious when using this feature!



**NOTE:** If bank contains mixed data from Legacy Virus models & Virus TI models, then the entire bank is converted to Virus TI formatted bank. See "save as..." function below to see how you can export bank to older format.

## Save As...

### Standard MIDI (\*.mid) [1]

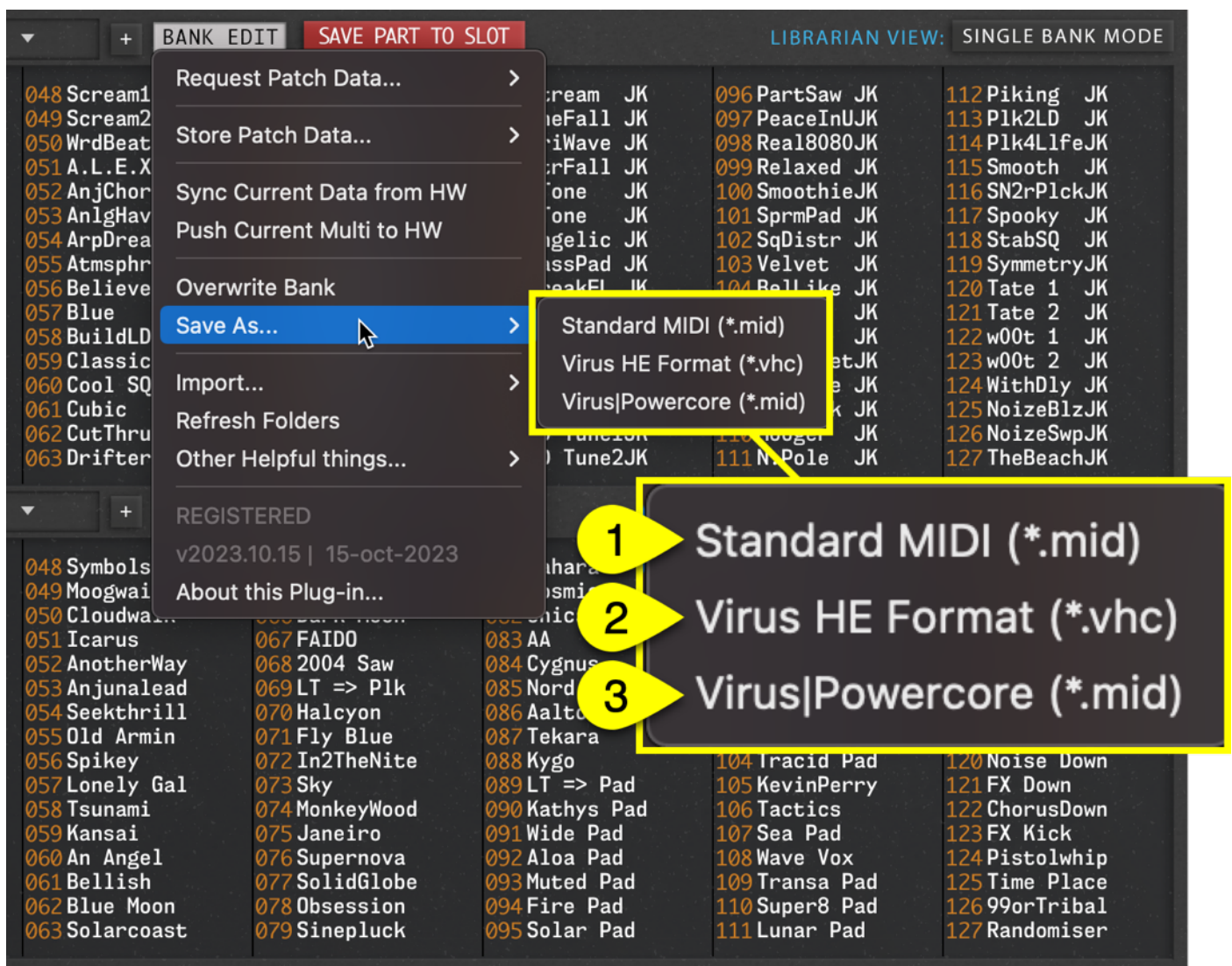
- Writes the current upper list bank as a Standard MIDI (\*.mid) file to your HDD.  
(automatically converts bank to TI format if any TI formatted presets are found).

### Virus HE Format (\*.vhc) [2]

- Writes the current upper list bank as a VHC formatted (\*.vhc) file to your HDD.  
(automatically converts bank to TI format if any TI formatted presets are found).

### Virus|Powercore (\*.mid\*) [3]

- Writes the current upper list bank as a Virus|Powercore compatible standard MIDI (\*.mid) file to your HDD.  
(automatically converts bank to 100% legacy format if any TI formatted presets are found).



NOTE: Save your bank to Patches folder / sub-folder to view it in Patch Librarian.

NOTE: Keep the naming scheme simple and short to view the full name in librarian bank dropdown area!



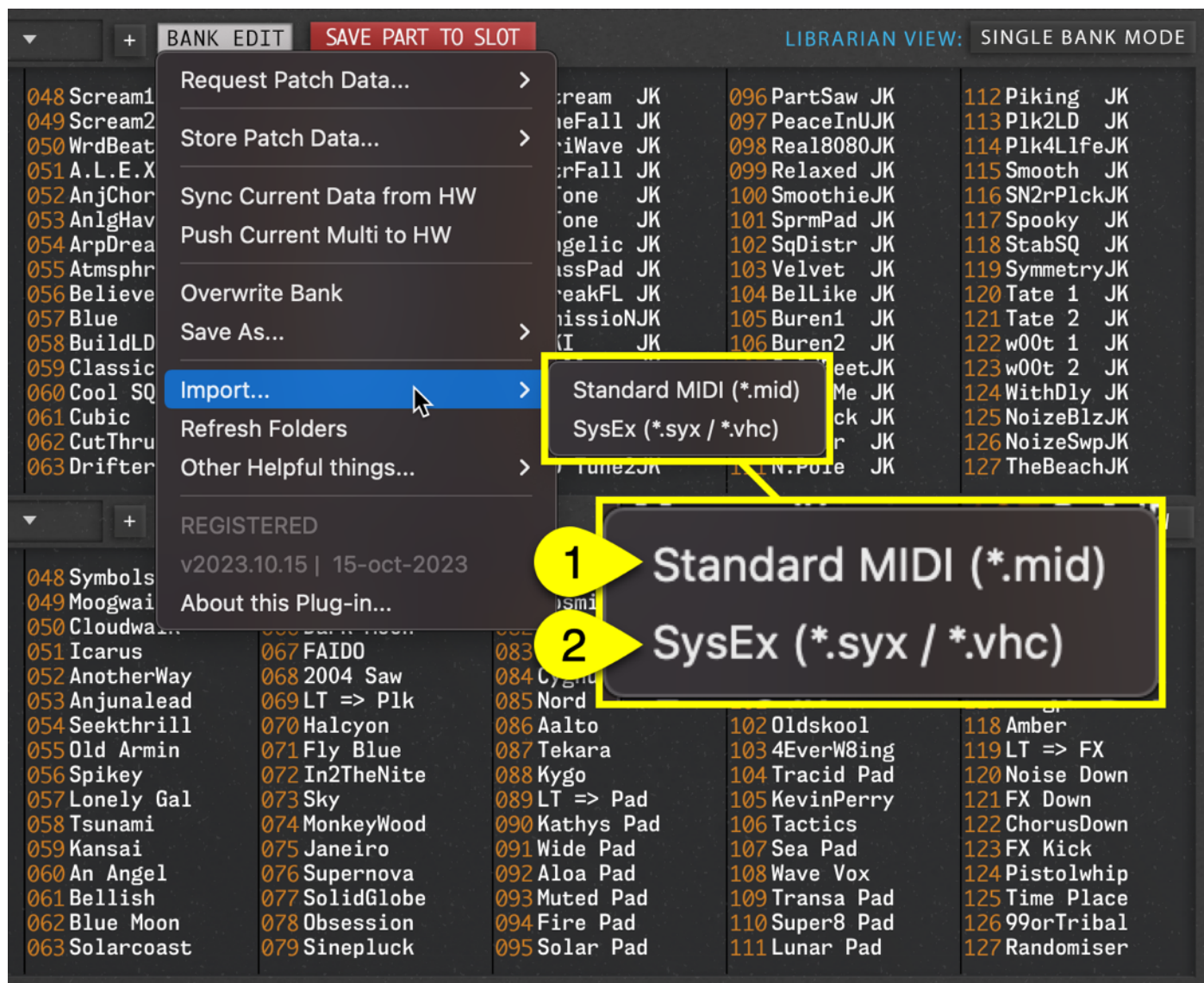
## Import...

### Standard MIDI (\*.mid) [1]

- Import Standard MIDI files to Librarian. See notes below!

### SysEx (\*.syx / \*.vhc) [2]

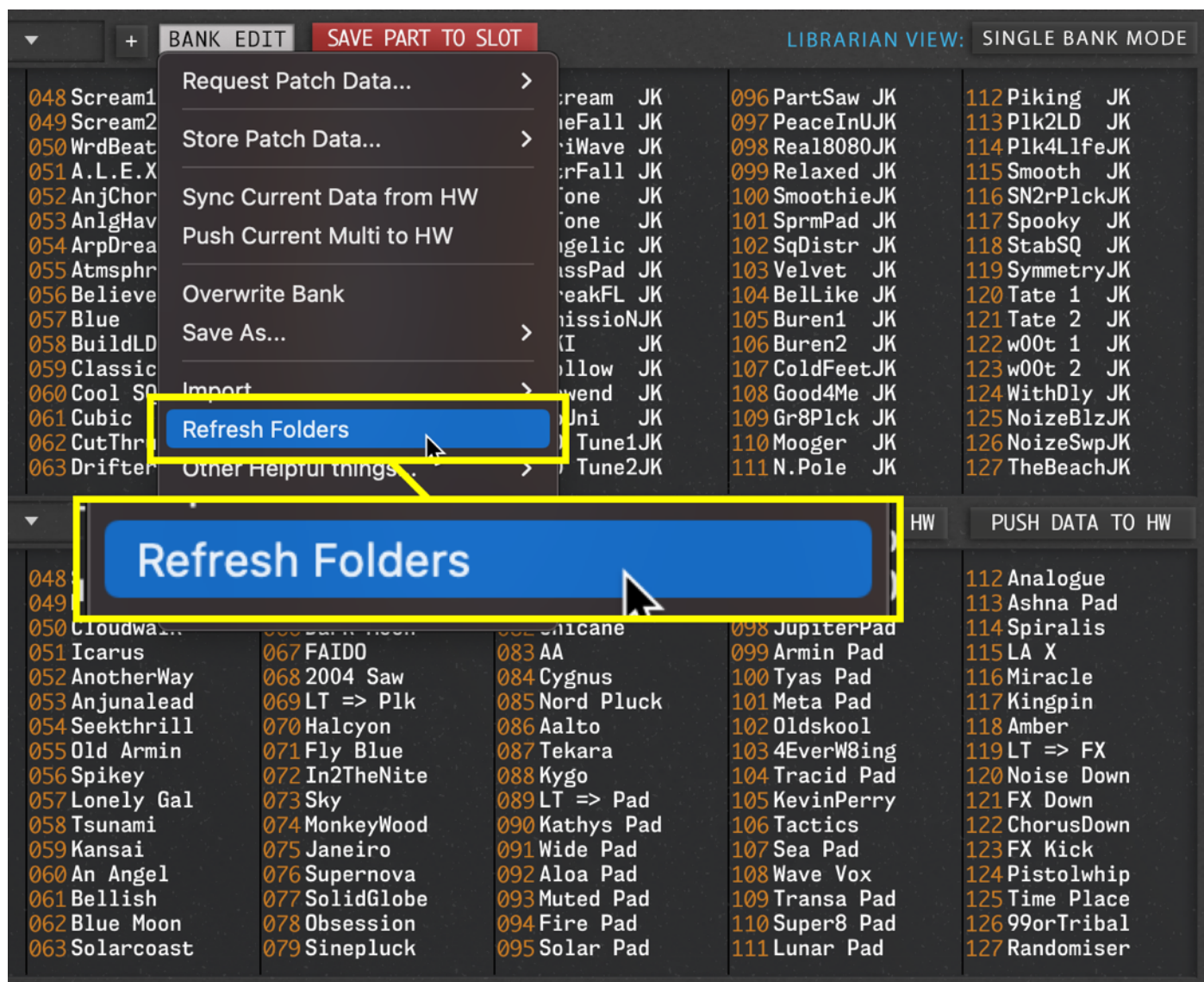
- Import System Exclusive / Virus Editor VHC files to Librarian. See notes below!



**NOTE:** Librarian will only import data in to the librarian if the file contains Access Virus formatted Patches / Multis.

## Refresh Folders

If you have made changes to the Patches folder outside the Editor, you can click **Refresh Folders** to reload the Patches folder content and rebuild the menu structures.



Like mentioned before, you can click Bank Edit menu -> Other Helpful things.. -> Open Data Folder to reveal the Editor data root in your OS. Open Patches folder and place your custom banks there. Then click "Refresh Folders" to view them in the librarian.



## Other Helpful Things...

Some helpful actions and sources have been collected on this menu. Open **BANK EDIT** menu and choose **Other Helpful Things ... [1]** to view the sub menu with following options:

### [2] Open Data Folder

- Open Data Folder will open the data folder based on you OS. If you run macOS, different location is opened compared to Windows. See data location notes earlier in the manual!

### [3] Open Support Ticket

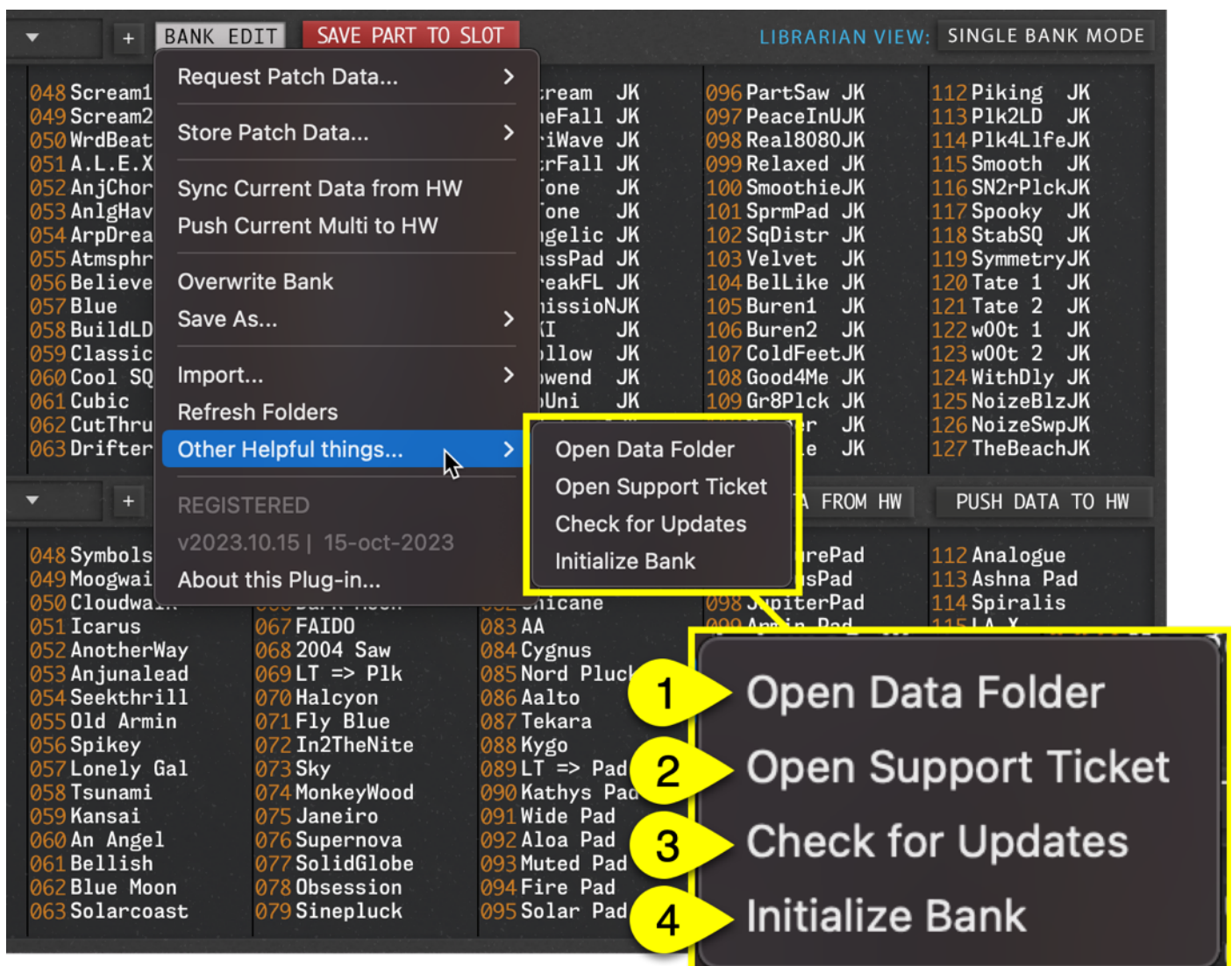
- Opens your browser and sends you towards our ticket submission page. Report any bugs or feature request from Tickets page.

### [4] Check for Updates

- Checks for available product updates from internet.

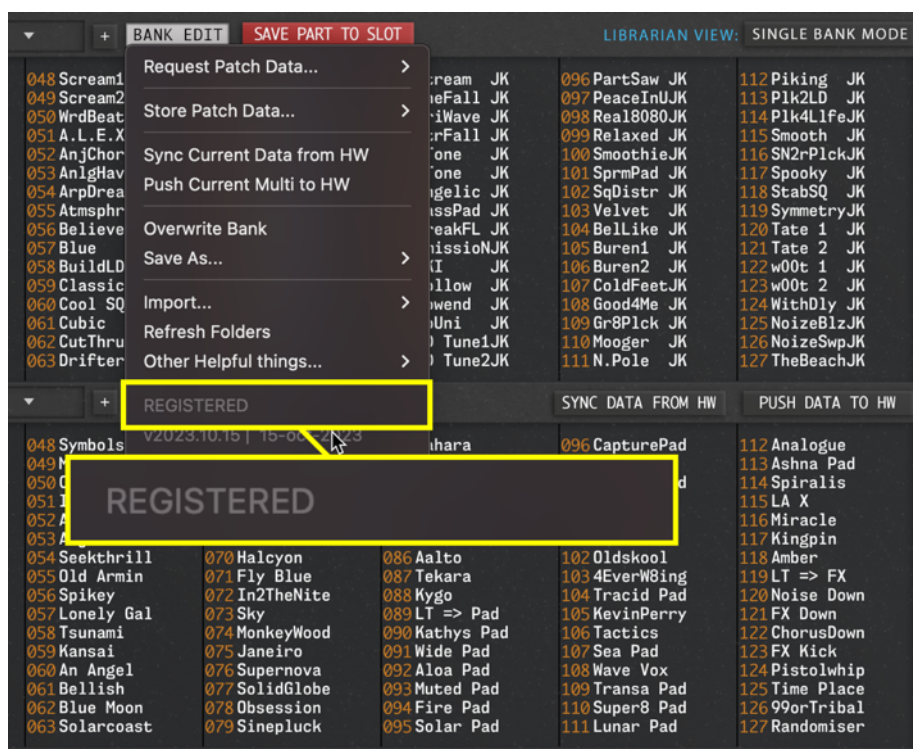
### [5] Initialize Bank

- Initializes the entire bank from the Upper Data list view. This action can be reversed with **DISCARD** button if **AutoSave** is NOT on.



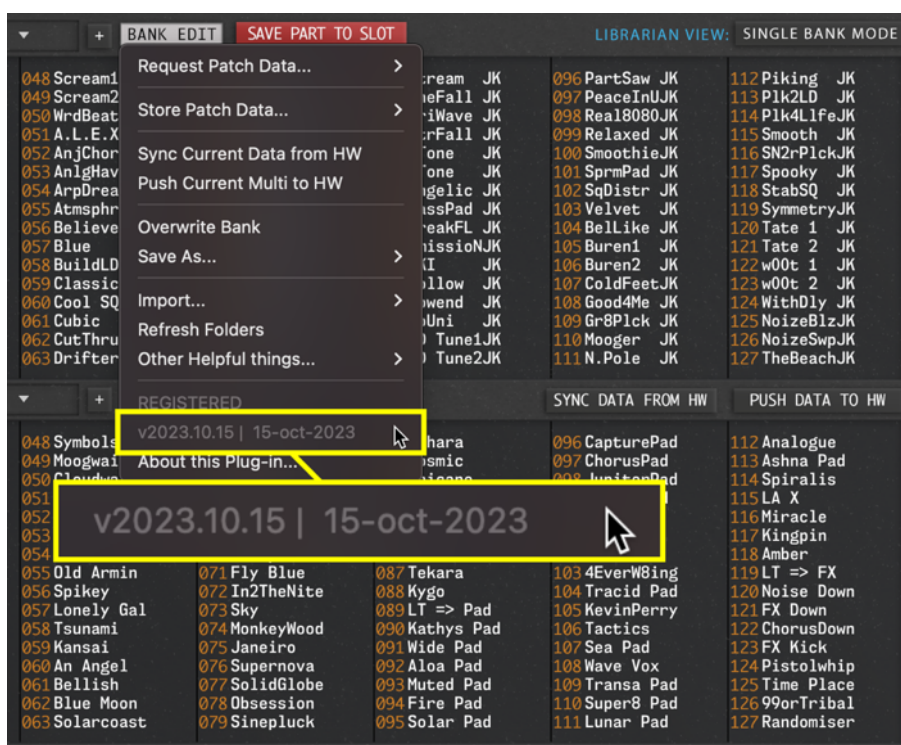
## Register... / REGISTERED

Indicates if the Editor is registered or not. We covered Registration topic earlier in the user manual.



## Version x.x.x.build | dd-mm-year

Displays which version of the Editor you are using. Check this if or when you are opening a feature request or bug report to us.





## About...

Opens About window. Click X [1] in the top right corner to exit.



Personal Notes:

# LIBRARIAN VIEW RIGHT CLICK MENU

We are not done with Librarian functions yet. We still have right click menu functions to cover.

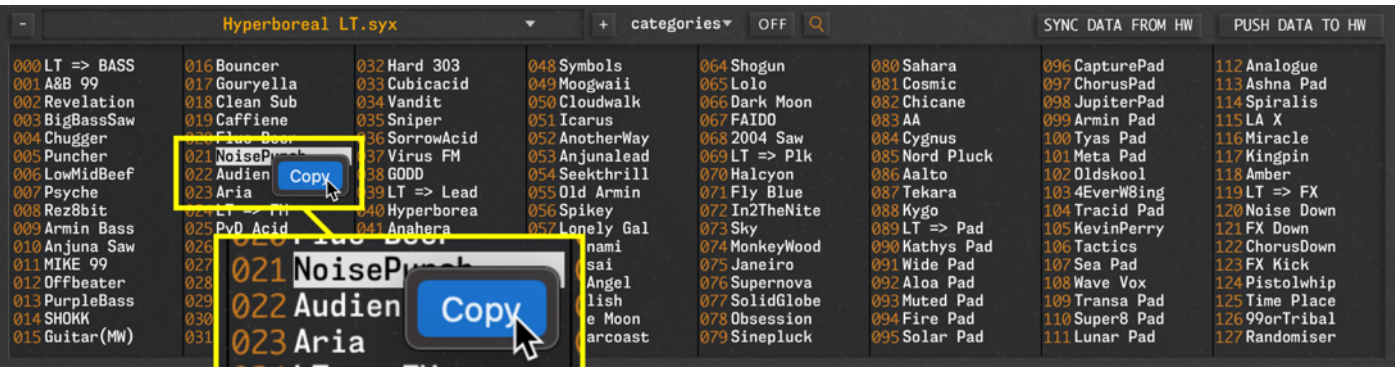
Right click in lower list only shows option to copy, whereas in upper list it has a lot more options because the upper list is our edit buffer like mentioned earlier.

Let's dive into the details!



## Lower list Right Click

Like mentioned above, there is only one option in the lower list, which is **Copy**. This will copy the right clicked librarian item to the clipboard.





## Upper list Right Click

Upper list has a lot more options than the lower list because this is our “**edit buffer**” like mentioned earlier.

### [1] Copy

- Copy data from the chosen librarian slot to a clipboard.

### [2] Paste

- Paste data from clipboard to chosen librarian slot.

### [3] Rename

- Opens a new dialog to rename the patch in the librarian.

### [4] Initialize Slot

- Initializes the currently selected slot.

### [5] Get DATA from..

#### [5.a] Plug-in (active patch)

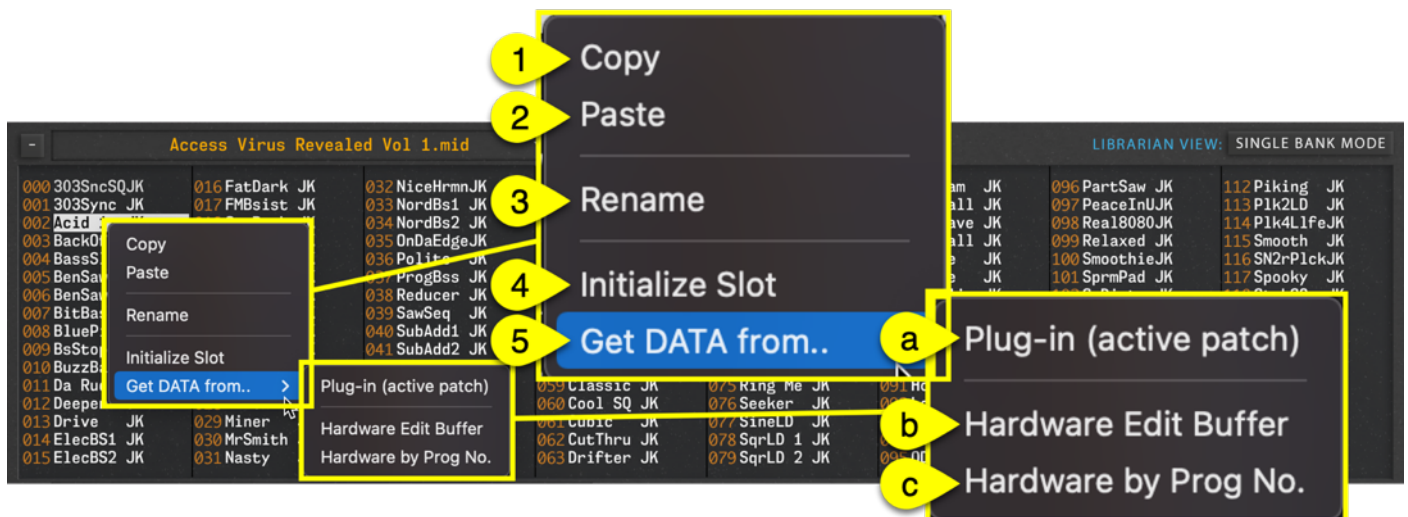
- Gets currently active part data from the Editor user interface to selected librarian slot.

#### [5.b] Hardware Edit Buffer

- Gets data from currently active hardware part to selected librarian slot.

#### [5.c] Hardware by Prog No.

- Gets data from hardware based on the selected librarian slot.



This is it – You've got it all from the Editor perspective.

If you have any questions about the product, you can reach us online from our website at <https://auraplugins.com> – or Join our amazing [Discord](#) community!

We are open for new feature requests, roses and surely, we would love to know if we've done something wrong as well!

If you would like to contribute and help our development work, head to our Ko-fi page and support us there – That would be super helpful and keep the business alive.

<https://ko-fi.com/auraplugins>



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