



Clear all Selections esc	Recall Snapshot 1 F1 Save Snapshot 1	Recall Snapshot 2 F2 Save Snapshot 2	Recall Snapshot 3 F3 Save Snapshot 3	Recall Snapshot 4 F4 Save Snapshot 4	Snapshot Manager F5	Views / Screenset Manager F6	Load Screenset Setup F7	Load Screenset Recording F8	Load Screenset Editing F9	Load Screenset Storyboard F10	F11	F12	Φ
Go to Play Position ^	Toggle Select Track 1 1	Toggle Select Track 2 2	Toggle Select Track 3 3	Toggle select track 4 4	Toggle Select Track 5 5	Toggle Select Track 6 6	Toggle Select Track 7 7	Toggle Select Track 8 8	Select all Tracks 9	Unselect all Tracks 0	β	Move Edit Cursor to Play Cursor ,	Remove Items or Tracks Delete last Marker Ripple Del. Time Selection Delete Time Selection ←
→	Q	Add Stretch Marker Go to Start of Project W	Set Edit Marker E	Toggle Repeat Insert Region from Time-Sel. Routing Matrix R	Insert new Track Insert Text Item T	Undo Z	Ungroup Items U	Set Inpoint of Time-Selection Go to Inpoint Play from Inpoint I	Set Outpoint of Time-Selection Go to Outpoint Play from Outpoint O	Preview Ripple-Cut of Time-Selection Preview Relative P	Ü	Zoom in Zoom to selected Items +	Start / Stop Playback ↺
⏮	A Cycle Ripple Edit Select All	S Split Items Split Time Sel. Split Time Sel. & add Name	D Dynamic Split Items Toggle Docker Visible	F Open Project Folder Add FX to Item	G Group Items	H Toggle Track Height	J Jump To...	K Show Ultrschall Keymap	L Toggle Lock Items Toggle Item Labels	Ö	Ä Zoom to Time Selection	# Toggle Mouse Selection Mode	
↑ shift	Nudge Start of Time-Selection Left <	Nudge Start of Time-Selection Right Y	Nudge End of Time-Sel. Left Ripple-Cut X	Nudge End of Time-Selection Right Color Picker C	Toggle Volume Envelope V	B	N Toggle Normalize Items	M Set Chapter Marker Named Marker T-2 Marker	, Preferences Action List	Toggle All Envelopes Toggle Mute Envelope	Zoom out Zoom out to Project [Q]	shift ↑	
fn	ctrl	alt	Win: ctrl cmd	Start / Pause Playback				Win: ctrl cmd	alt	Move Left to next Edge ▲			
										Move to Previous Marker ◀	Move Right to next Edge ▼	Move to Next Marker ▶	