

GENERAL

- > **Ctrl-O** = Open a show file
- > **Ctrl-S** = Save show to disk
- > **Ctrl-Shift-S** = Save show to disk with new name
- > **Enter** = Open Properties window, if closed, or jump to Properties window
- > **Ctrl-Tab** or **Ctrl-F6** = Cycle over all open windows right to left
- > **Ctrl-Shift-Tab** or **Ctrl-Shift-F6** = Cycle over all open windows left to right
- > **Ctrl-F4** = Close selected window

EDIT

- > **Ctrl-Z** = Undo
- > **Ctrl-Y** = Redo
- > **Ctrl-X** = Cut
- > **Ctrl-C** = Copy
- > **Ctrl-V** = Paste
- > **Delete** = Delete
- > **Ctrl-A** = Select all
- > **Ctrl-E** = Select to end
- > **Ctrl-M** = Move stage position of selected cues/displays
- > **Ctrl-F** = Find
- > **Ctrl-N** = Snap (toggle)

PROPERTY

- > **Tab** = Move keyboard focus to next field
- > **Shift-Tab** = Move keyboard focus to previous field
- > **Ctrl-Wheel** = Increase/decrease value in field
- > **Ctrl-Shift-Wheel** = Increase/decrease value in field more
- > **Arrow-Up** (in number property) = increment value
- > **Shift-Arrow-Down** (in number/slider/time property) = decrement value more
- > **Alt** (while with mouse over slider property) = show bigger slider

DISPLAY

- > **Arrow-Up** = Select next warp point above
- > **Arrow-Down** = Select next warp point below
- > **Arrow-Left** = Select next warp point to the left
- > **Arrow-Right** = Select next warp point to the right
- > **Ctrl-Left-Click** = When pointing at a line, add a warp point

STAGE & PREVIEW

- > **Ctrl-Shift-D** = Frame displays
- > **Ctrl-Shift-O** = Scroll to origin
- > **Alt-Drag** = Zoom scale to rectangle
- > **Ctrl-Alt-Drag** = To pan
- > **Ctrl-Arrow** = Nudge image of selected cue 1 px
- > **Ctrl-Shift-Arrow** = Nudge image of selected cue 10 px
- > **Ctrl-1** = Preview scale 1:16
- > **Ctrl-2** = Preview scale 1:8
- > **Ctrl-3** = Preview scale 1:4
- > **Ctrl-4** = Preview scale 1:2
- > **Ctrl-5** = Preview scale 1:1

CAMERA MODE NORMAL

- > **A** = Pan left
- > **D** = Pan right
- > **W** = Pan up
- > **S** = Pan down
- > **Wheel** = Zoom in/out

CAMERA MODE FIRST PERSON AND PROJECTOR

- > **A** = Pan left
- > **D** = Pan right
- > **E** = Pan up
- > **Q** = Pan down
- > **W** = Zoom in/out
- > **S** = Pan left
- > **J** = Pan right
- > **L** = Pan up
- > **I** = Pan down
- > **K** = Zoom in/out
- > **R-Mouse-Move** = Zoom in/out
- > **Arrow-Left** = Pan left
- > **Arrow-Right** = Pan right
- > **Arrow-Up** = Pan up
- > **Arrow-Down** = Pan down
- > **Wheel** = Zoom in/out

TIMELINE

- > **Ctrl-T** = Click jumps to time (toggle)
- > **Ctrl-P** = Add play control cue
- > **Ctrl-Shift-P** = Add pause control cue
- > **Ctrl-I** = Insert layer
- > **Ctrl-Delete** = Delete layer
- > **Ctrl-G** = Group cues into composition
- > **Ctrl-Shift-G** = Ungroup Cues
- > **Spacebar** = Start timeline (no toggle)
- > **Esc** = Pause timeline (no toggle)
- > **NUM 0** = Start timeline (no toggle)
- > *****NUM***** = Jump to last start position
- > **NUM +** = Magnify timeline scale
- > **NUM -** = Reduce timeline scale
- > **Ctrl-Arrow-Keys** = Nudge image of selected cue 1 px
- > **Ctrl-Shift-Arrow-Keys** = Nudge image of selected cue 10 px
- > **Ctrl-Shift-Arrow-Keys** = Nudge image of selected cue 10 px
- > **Ctrl-Wheel** = Scroll timeline horizontally
- > **Shift-Wheel** = Move timeline marker 0.1 second
- > **Ctrl-Shift-Wheel** = Move timeline marker 1 second
- > **Arrow-Up** = Selected layer above
- > **Arrow-Down** = Select layer below
- > **Arrow-Left** = Select previous cue in layer
- > **Arrow-Right** = Select next cue in layer
- > **Shift-Drag** = Move a cue vertically without changing time

EFFECT

- > **Alt-Shift-I** = Fade-in
- > **Alt-shift-O** = Fade-out
- > **Alt-Shift-X** = Cross-fade
- > **Alt-P** = Position
- > **Alt-S** = Scale
- > **Alt-O** = Opacity
- > **Alt-B** = Gaussian Blur
- > **Alt-C** = Crop All Sides
- > **Alt-Z** = Rotation Z-Axis
- > **Alt-Y** = Rotation Y-Axis
- > **Alt-V** = Volume

