

# Cubase Pro 11: Shortcuts Cheat Sheet (Windows)

## Show/Hide Windows, Zones, & Common UIs

<b>F2</b>	Transport Panel	<b>Ctrl Alt L</b> ★	<u>L</u> eft Zone
<b>F3</b> ★	MixConsole Window	<b>Ctrl Alt R</b> ★	<u>R</u> ight Zone
<b>Alt F3</b>	Lower Zone MixConsole	<b>Ctrl Alt B</b>	Lower Zone (" <u>B</u> ottom")
<b>F4</b>	Audio Connections	<b>Ctrl Alt U</b>	<u>U</u> pper Zone
<b>F5</b>	MediaBay Window		MixConsole: Channel Racks
<b>F6</b>	Automation Panel		
<b>F7</b>	Direct Offline Processing	<b>Ctrl I</b> ★	<u>I</u> ntro Line
<b>F8</b> ★	Video Player Window	<b>Alt O</b>	Project Window <u>O</u> verview
<b>F11</b>	VST Instruments Window	<b>Ctrl Alt T</b>	Bottom <u>T</u> ransport Bar
<b>F12</b>	Audio Performance Window		
<b>Ctrl B</b>	Project <u>B</u> rowser Window	<b>Enter</b> ★	Default Editor
<b>Ctrl M</b>	<u>M</u> arkers Window	or Db1-Click	for selected parts/events
<b>Ctrl P</b>	Media <u>P</u> ool Window	<b>Ctrl R</b>	MIDI <u>S</u> core Editor
<b>Ctrl T</b> ★	<u>T</u> empo Track Editor		for selected MIDI parts
		<b>Ctrl ↑ I</b>	<u>E</u> dit <u>I</u> n-Place
			for selected tracks

## General Controls

<b>Ctrl Click</b> ★	Reset to Default Value	<b>Ctrl</b> ★	Constrain Direction
<b>Db1-Click</b> ★	Type In Exact Value		locks vertically or horizontally
<b>↑</b> ★	Fine Adjust Control	<b>Alt</b> ★	Copy (instead of move)

## Tools

<b>Right-Click</b>	Open Toolbox Popup
<b>F9/F10</b>	Prev/Next Tool
<b>↑ Alt 1</b>	Combine Selection Tools object (lower) + range (upper)
<b>1</b> ★	Object Selection Tool hit again to toggle mode
<b>2</b> ★	Range Selection Tool
<b>3</b>	Split Tool (scissors)
<b>4</b>	Glue Tool
<b>5</b>	Erase Tool
<b>6</b>	Zoom Tool
<b>7</b>	Mute Tool
<b>8</b> ★	Draw Tool (pencil)
<b>9</b>	Play/Scrub Tool hit again to toggle mode
<b>0</b>	Drumstick Tool

## Undo/Redo History

<b>Ctrl Z</b> ★	Undo
<b>Ctrl ↑ Z</b> ★	Redo
<b>Alt Z</b>	MixConsole Undo
<b>↑ Alt Z</b>	MixConsole Redo

## Inspectors

<b>Ctrl Click</b>	Toggle Section without closing others
<b>↑ Click</b>	<u>V</u> isibility: Show Only Selected Track click on checkmark
<b>Enter</b>	<u>V</u> isibility: Toggle Multiple w/ multiple tracks selected

## Info Line

<b>Ctrl I</b> ★	Show/Hide <u>I</u> ntro Line
<b>Ctrl Enter</b> ★	Set Same (Absolute) Value for all selected parts/events

# Playback, Transport, Cursor, Locators

## Playback & Transport

<b>Space</b> ★	Start/Stop Playback	<b>Num /</b>	Toggle Cycle (Loop) Mode
<b>Alt Space</b> ★	Play Selection Range stops at selection end	<b>Num -/+</b>	Rewind/Forward
<b>Alt P</b> ★	Loop Selection Range ("Place Locators"); starts playback	↑ <b>Num -/+</b>	Fast Rewind/Forward
<b>Num *</b> ★	Start Recording	↑ <b>Alt T</b>	Activate External Sync ("Time")

## Cursor & Locators

<b>F</b>	Toggle Auto-Scroll ("Follow")	<b>Alt C</b>	Toggle Stationary Cursor requires auto-scroll on
----------	-------------------------------	--------------	---

### Set Cursor Position

<b>L</b> ★	Locate Selection Start	<b>, or Num .</b> ★	Cursor to Project Start (RTZ) jumps: time 0, start (if different)
↑ <b>Alt Click</b> ★	Set Cursor Position	<b>B/N</b> ★	Prev ("Back") / Next Event
<b>Click</b>	<u>Ruler (lower)</u> : Set Cursor	↑ <b>B/N</b> ★	Prev ("Back") / Next Marker
↑ <b>P</b>	Type Cursor <u>P</u> osition	↑ <b>1-9</b>	Jump to Marker #1-9
<b>Click</b>	<u>Locator Buttons</u> : Set Cursor to L/R Locator in Bottom Transport Bar	<b>Dbl-Click</b>	<u>Marker Event</u> : Set Cursor
<b>Num 1/2</b>	Set Cursor to L/R Locator	<b>Alt B/N</b>	Prev ("Back") / Next Hitpoint in audio editors
		<b>Ctrl Num -/+</b>	Nudge Cursor (by grid)

### Set Left/Right Locators

<b>P</b> ★	Locators to Selection Range ("Place Locators")	<b>Alt Click</b>	<u>Locator Buttons</u> : Set L/R Locator to Cursor in Bottom Transport Bar
<b>Drag Range</b> ★	<u>Ruler (upper)</u> : Set Locators	<b>Ctrl Num 1/2</b>	Set L/R Locator to Cursor
<b>Ctrl Click</b>	<u>Ruler (upper)</u> : Set Left		
<b>Alt Click</b>	<u>Ruler (upper)</u> : Set Right		
↑ <b>L/R</b>	Type <u>L/R</u> Locator Position	↑ <b>Num 1-9</b>	To Cycle Marker #1-9
↑ <b>D</b>	Type Locator <u>D</u> uration	<b>Dbl-Click</b>	<u>Cycle Marker Event</u> : Set

## Grid, Snap, Quantize, Time Formats

<b>J</b> ★	Toggle Snap ("Justify")
<b>Ctrl</b> ★	Temp. Disable Snap hold while copying/moving
<b>Q</b> ★	Apply <u>Q</u> uantize
<b>.</b> ★	Exchange Primary/Secondary Time Formats

## Zooming, Scrolling

<b>Drag</b> ↑/↓	★	<u>Ruler (lower):</u> Zoom Out/In		
<b>Drag</b> ←/→	★	<u>Piano Roll (left):</u> Zoom Out/In (vert.)		
<b>G/H</b>	★	Zoom Out/In	<b>Z</b>	<u>Zoom In</u> Selected Tracks
↑ <b>G/H</b>	★	Zoom Out/In (vert.)	<b>Ctrl</b> ↑/↓	★ <u>Zoom Tracks Out/In</u> (vert.)
<b>Alt G/H</b>		Waveforms Zoom Out/In	<b>Ctrl Drag</b> ↑/↓	<u>Change All Track Heights</u> when vertically resizing any track
↑ <b>F</b>	★	Zoom <u>F</u> ull		
↑ <b>E</b>		Zoom to <u>E</u> vent/Part within editor windows	<b>6</b>	<u>Zoom Tool</u>
<b>Alt S</b>		Zoom to <u>S</u> election ★re-map: Zoom to Selection (Horiz.)	<b>Click</b>	<u>Zoom Tool</u> : Zoom In
			<b>Alt Click</b>	<u>Zoom Tool</u> : Zoom Out
			<b>Drag Box</b>	<u>Zoom Tool</u> : Zoom to Box
<b>Home</b>		Scroll Up to First Track	<b>Alt Db1-Click</b>	<u>Zoom to Cycle Marker</u> on Cycle Marker event
<b>End</b>		Scroll Down to Last Track		

## Project Window Overview

<b>Alt O</b>	Show/Hide Project Window <u>O</u> verview
<b>Click</b>	<u>Upper Half</u> : Move Center Point of Visible Area
<b>Drag Box</b>	<u>Upper Half</u> : Select New Visible Area
<b>Drag ←/→</b>	<u>Lower Half</u> : Resize/Move Visible Area drag edges to resize; drag within to move

## Selecting

<b>Ctrl A</b>	Select <u>A</u> ll
<b>Ctrl ↑ A</b>	Select None
<b>Ctrl Alt I</b>	Invert Selection

with [1] Object Selection Tool

⬆ <b>Click</b>		Extend Selection to Item for contiguous multi-select
<b>Ctrl Click</b>	★	Individually Toggle Item for non-contiguous multi-select
<b>Ctrl Click</b>		<u>Track List</u> : Deselect Track allows deselecting all tracks
<b>Ctrl Click</b>		<u>Piano Roll</u> : Select by Pitch all notes w/ same pitch/octave
⬆ <b>Dbl-Click</b>		<u>MIDI Editors</u> : Select by Pitch all following notes w/ same pitch
	⬅/➡	★ Select Prev/Next Part/Event in Project Window and editors
	⬆/⬆	★ Select Nearest Part/Event on Prev/Next Track in Project Window only
⬆ ⬆/⬆/⬅/➡		Move Selection Bounds (⬆ ⬆/⬆ is different in editors)

with [2] Range Selection Tool

<b>Ctrl Click</b>	Exclude Track from Selection (toggle)
<b>Ctrl ↑ Click</b>	Select in All Tracks
<b>E</b>	Set Left Bound to Cursor ("E <b>mbark</b> ")
<b>D</b>	Set Right Bound to Cursor ("D <b>isembark</b> ")
<b>Ctrl ←/→</b>	Nudge Both Bounds
<b>Alt ←/→</b>	Nudge Left Bound
<b>↑ Alt ←/→</b>	Nudge Right Bound

# (1) Project Setup

## Project Files & Setup

<b>Ctrl N</b>	<u>N</u> ew Project	<b>Ctrl Alt S</b>	<u>S</u> ave New Project Version
<b>Ctrl O</b>	<u>O</u> pen Project	<b>↑ S</b>	Project <u>S</u> etup
<b>Ctrl S</b>	<u>S</u> ave Project	<b>Ctrl W</b>	Close Project (" <u>W</u> indow")
<b>Ctrl ↑ S</b>	<u>S</u> ave Project As...	<b>Ctrl Q</b>	<u>Q</u> uit

## Track List & Routing

<b>T</b>	★	Add <u>T</u> rack(s)
<b>↑ Delete</b>		Remove Selected Track(s)
<b>Ctrl Enter</b>		Rename Track + Parts/Events when renaming a track
<b>Ctrl F</b>		<u>F</u> ind Track by Name
<b>Click</b>		<u>T</u> rack I/O: Assign Just to Current Track
<b>↑ Click</b>		<u>T</u> rack I/O: Assign Incrementing to Selected Tracks e.g. Track1 to Out1, Track2 to Out2, ...
<b>↑ Alt Click</b>	★	<u>T</u> rack I/O: Assign Same to All Selected Tracks
<b>Click</b>		<u>D</u> irect Routing: Toggle Output On/Off
<b>↑ Click</b>		<u>D</u> irect Routing: Enable "Summing Mode" (multiple outs) when enabled: blue instead of green

## Colors (Tracks, Parts/Events)

<b>↑ Alt C</b>	★	<u>C</u> olorize Selected Parts/Events or Tracks opens popup; parts/events take precedence if any are selected
<b>↑ Alt S</b>		Project Colors <u>S</u> etup
<b>Wheel ↑/↓</b>		<u>C</u> olor Tool Button: Cycle through Colors with mouse hovered over tool button
<b>Click</b>		<u>C</u> olor Tool: Apply Color to Selected Parts/Events
<b>Ctrl Click</b>		<u>C</u> olor Tool: Colorize Selected Parts/Events opens popup
<b>Alt Click</b>		<u>C</u> olor Tool: Eyedropper (Copy Color) from clicked part/event

## (2) Writing & Recording

### Importing Media (Audio & MIDI)

↑ **Drag**      **Replace Existing Audio Clip**  
drag audio from Media Rack/Bay or files

#### MediaBay

<b>F5</b>	Show/Hide MediaBay	<b>Ctrl Alt Num 2</b>	Show/Hide Previewer
↑ <b>Enter</b>	Preview Start/Stop	<b>Ctrl Alt Num 4</b>	Show/Hide File Browser
↑ <b>Num /</b>	Toggle Preview Cycle (Loop)	<b>Ctrl Alt Num 5</b>	Show/Hide Filters
		<b>Ctrl Alt Num 6</b>	Show/Hide Attributes

### Recording

<b>R</b>	<b>Record Arm Selected Tracks</b>	<b>Num *</b> ★	<b>Start Recording</b>
<b>C</b> ★	<b>Toggle Metronome Click</b>	↑ <b>Num *</b> ★	<b>Retrospective MIDI Record</b> from previous playback

#### Track Versions

<b>Ctrl</b> ↑ <b>N</b>	<b>New Track Version</b>
<b>Ctrl</b> ↑ <b>D</b>	<b>Duplicate Track Version</b>
<b>Ctrl</b> ↑ <b>G</b>	<b>Prev Track Version</b>
<b>Ctrl</b> ↑ <b>H</b>	<b>Next Track Version</b>

#### Punch In/Out

<b>I/O</b>	<b>Toggle Punch In/Out</b>
↑ <b>I/O</b>	<b>Type Punch In/Out Position</b> if unlocked & enabled
<b>Alt Click</b>	<b>Punch Buttons: Set to</b> <b>Cursor Position</b>

### MIDI/Audio Parts

#### General

**Alt** ★      **Object Selection: Temp. Draw Tool**  
when there is no existing content underneath

#### In Project Window

<b>Drag Box</b> ★	<b>Draw Tool: Create New Part</b>
<b>Dbl-Click</b> ★	<b>Object Selection: Create New Part between Locators</b>

### MIDI Programming: MIDI Editors

<b>Alt 1</b> ★	<b>Insert Length 1/1</b>	<b>Alt 6</b>	<b>Insert Length 1/32</b>
<b>Alt 2</b> ★	<b>Insert Length 1/2</b>	<b>Alt 7</b>	<b>Insert Length 1/64</b>
<b>Alt 3</b> ★	<b>Insert Length 1/4</b>	<b>Alt 8</b>	<b>Insert Length 1/128</b>
<b>Alt 4</b> ★	<b>Insert Length 1/8</b>	<b>Alt .</b> ★	<b>Toggle Dotted Insert Length</b>
<b>Alt 5</b> ★	<b>Insert Length 1/16</b>	<b>Alt ,</b> ★	<b>Toggle Triplet Insert Length</b>

↑/↓ ★	<b>Transpose by Semitone</b>
↑ ↑/↓ ★	<b>Transpose by Octave</b>
<b>Drag →</b> ★	<b>Drum Editor: Drum Roll</b> <i>i.e. add multiple repeated notes</i>

<b>Ctrl</b> ↑ <b>Drag</b> ★	<b>Edit Velocity</b> drag ↑/↓
<b>Dbl-Click</b> ★	<b>Object Selection: Add Note</b>
<b>Alt L</b> ★	<b>Show/Hide Controller Lanes</b>

#### While Drawing Note (with mouse held down)

<b>Drag ←/→</b> ★	<b>Adjust Length (End)</b>	<b>Drag ↑/↓</b> ★	<b>Adjust Velocity</b>
↑ <b>Drag ←/→</b>	<b>Adjust Start</b>	<b>Alt Drag ↑/↓</b>	<b>Adjust Pitch</b>

## (2) Writing and Recording (contd.)

### Tempo, Time Signatures, Bars

- Ctrl T** ★ Show/Hide Tempo Track Editor
- ↑ T** Type Tempo at Cursor  
changes prev tempo event (doesn't add new)
- ↑ C** Type Time Signature ("Count") at Cursor  
changes prev signature event (doesn't add new)  
must have Time Signature toolbar input visible
- Ctrl ↑ E** ★ Insert Silence ("Empy")  
uses range selection or locators; w/ all selected, can use to insert bars

### Markers

- Ctrl M** Show/Hide Markers Window
- Insert** Insert Marker  
Windows only; no macOS equivalent
- Ctrl 1-9** Insert/Move Marker #1-9
- Ctrl Drag Box** Draw Tool: Insert Cycle Marker  
can then release Ctrl to re-enable snap
- ↑ B/N** ★ Prev ("Back") / Next Marker
- ↑ 1-9** Cursor to Marker #1-9
- ↑ Num 1-9** Locators to Cycle Marker #1-9
- Db1-Click** Marker Event: Set Cursor/Locators
- Alt Db1-Click** Cycle Marker Event: Zoom

### Chords, Scales

- Ctrl ↑ C** Show/Hide Chord Pads
- Alt Drag ↑/↓** Chord Editng: Cycle through Chord Qualities  
insert chord actions (in Key Editor inspector section)

## (3) Editing

### Move/Copy, Resize, Trim

- Ctrl** ★ Temp. Disable Snap  
within track
- Ctrl** ★ Constrain Time Position  
across tracks/pitches
- Drag** Object Selection: Move Part/Event
- Alt Drag** ★ Object Selection: Copy Part/Event
- ↑ Alt Drag** Object Selection: Shared Copy of MIDI Part
- Ctrl Alt Drag** Object Selection: Slip Edit Events  
moves content within part/event
- Ctrl L** Move to Cursor ("Line")
- Ctrl ↑ E** ★ Range Selection: Insert Silence ("Empy")  
uses range selection or locators; ripple edit: content after slides right
- Ctrl ←/→** Nudge Left/Right (by grid)
- Alt ←/→** Trim Start (by grid)
- ↑ Alt ←/→** Trim End (by grid)
- Ctrl Drag ↑/↓** Trim Tool: Trim Vertical Line  
useful to align chord notes
- Alt** Trim Tool: Trim Start  
instead of end

## (3) Editing (contd.)

### Split/Glue

- Alt** ★ Object Selection: Temp. Split Tool  
when there is existing content underneath
- ↑ **X** ★ Range Selection: Split Range
- Alt X** ★ Split Parts/Events at Cursor  
selected only (or all, if none selected)

**3** Split Tool (scissors)  
**Alt Click** Split Tool: Split into Multiple  
Equal Segments

**4** Glue Tool  
**Alt Click** Glue Tool: Glue All Later  
Events

### Delete, Cut/Copy/Paste

- Delete** ★ Delete Selection  
or Backspace leaves hole, except Audio Sample Editor
- ↑ **Backspace** Delete Time (Ripple)  
uses range selection or locators; content after slides left
- Alt Click** Erase Tool: Delete All Later Parts/Events

**Ctrl X** Cut  
**Ctrl ↑ X** Cut Time (Ripple)  
uses range selection or locators  
content after slides left

**Ctrl C** ★ Copy  
**Ctrl V** ★ Paste

**Alt V** ★ Paste at Origin  
source's original time position

↑ **V** ★ Paste Relative to Cursor  
match copied offset from cursor

**Ctrl ↑ V** Paste Time (Ripple)  
content after slides right

### Duplicate/Repeat

**Ctrl D** ★ Duplicate Selection

**Ctrl K** Repeat Selection  
("Kount Times")

**Alt Drag** Resize Handle: Duplicate /  
Repeat

↑ **Drag** Repeat Handle: Shared  
Copies of MIDI Part

### Group Editing, Locking

**K** Group Editing (Folder Tracks)  
("Komrades"); toggles

**Ctrl G/U** Group/Ungroup Selected Parts/Events  
shown by group badge in upper right corner

**Ctrl ↑ L/U** Lock/Unlock Selected Parts/Events  
hit 2x for Lock Event Attributes dialog

### Muting Parts/Events

**7** Mute Tool

↑ **M/U** Mute/Unmute Selection

**Alt M** Toggle Muted State

### Fades, Crossfades, Envelopes

**A** Aadjust Fades to Range  
fades in before range, out after

**X** ★ Crossfade ("X-fade")  
hit 2x for Crossfade Editor dialog

### Audio: Musical Definition Grid, Free Warp

↑ **Q** Auto Adjust Definition Grid  
based on current grid resolution

↑ **Click** Remove Grid / Warp Line  
in Manual Adjust / Free Warp

### (3) Editing (contd.)

#### Audio: Hitpoints & Hitpoints Editing

<b>Alt B/N</b>	Prev ("Back") / Next Hitpoint	<b>ctrl Alt Click</b>	Reset Hitpoint
<b>Alt Click</b>	Add Hitpoint		to original detected position
<b>↑ Click</b>	Remove Hitpoint	<b>Tab</b>	Select & Play Next Slice

#### Audio: VariAudio Editing

<b>ctrl</b>	Absolute Pitch Snap Mode	<b>Alt Click</b>	<u>MIDI Input Button</u> : Toggle
<b>Alt</b>	Relative Pitch Snap Mode		Step Mode
<b>↑</b>	Pitch Snap Off		

#### Comping (in Track Lanes)

##### with [1] Object Selection Tool

<b>Click</b>	Select	<b>Drag &lt;/&gt;</b>	Resize/Move Event
	but do not bring to front		just affects current track lane
<b>U</b>	Bring to Front ("Uncover")	<b>ctrl Alt Drag</b>	Slip Edit Event
	front audio event plays back		moves audio within event bounds
<b>Click</b>	<u>Comp Handle</u> : Toggle Front	<b>ctrl Click</b>	Play (Audition)
			click & hold
		<b>Alt Click</b>	Split Event
			just affects current track lane

##### with [2] Range Selection Tool

<b>Db1-Click</b>	Create New Comp Range
	glues/splits at endpoints & brings to front

##### with Comp Tool

<b>Click</b>	Toggle to Front	<b>Drag &lt;/&gt;</b>	Resize All Aligned Events
<b>↑ Click</b>	Select		affects events w/ same start/end
	but do not bring to front	<b>ctrl Alt Drag</b>	Slip Edit Event
<b>Drag Range</b>	Create New Comp Range		moves audio within event bounds
	glues/splits at endpoints	<b>ctrl Click</b>	Play (Audition)
	& brings to front		click & hold
<b>Drag &lt;/&gt;</b>	Adjust Split Point	<b>Alt Click</b>	Split All Events
	for a previously split event		across all track lanes



## (4) Mixing & Mastering

### MixConsole: Volume Faders & Panners

<b>Ctrl</b> ↑ ↑/↓	Adjust Volume ±1 dB for 1 selected track (or link group)	<b>Ctrl</b> ↑ ←/→	Adjust Panning ±10% for 1 selected track (or link group)
<b>Drag+Drop</b>	<u>Track Name</u> : Copy MixConsole Channel Settings (onto another track) including routing, inserts, sends, fader, panner, <i>etc.</i>		

### Stereo Combined Panner

<b>Drag</b> ←/→	Move Center (L/R Together)	<b>Alt Drag</b> ←/→	Move L/R Independently
-----------------	----------------------------	---------------------	------------------------

### MixConsole: Link Groups

<b>Alt</b> ★	Temp. Skip Channel Linking adjust control: only affect 1 track	↑ <b>Alt</b> ★	Q-Link Temp. Link Mode selected tracks as link group
--------------	---	----------------	---

### MixConsole: Channel Racks, Audio Effects

<b>Drag+Drop</b> ★	<u>Section Header</u> : Copy Rack (onto another track) <i>e.g.</i> copy all Insert effects
<b>Alt Drag+Drop</b>	<u>Section Header</u> : Move Rack (to another track)
↑ <b>Alt Click</b> ★	<u>Slot Bypass Buttons</u> : Toggle Slot for Selected Tracks <i>e.g.</i> bypass same insert plug-in in same slot across multiple tracks

## Monitoring & Meters

<b>M</b> ★	<u>M</u> ute Selected Tracks	<b>Ctrl Click</b> ★	<u>S</u> Button: Exclusive Solo mutes any prev soloed tracks
<b>S</b> ★	<u>S</u> olo Selected Tracks	<b>Ctrl Alt Click</b> ★	<u>S</u> Button: Solo Defeat won't mute when others soloed
<b>Alt Click</b> ★	Reset Meters		

## Automation

<b>F6</b>	Show/Hide Automation Panel
<b>Alt R/W</b>	Toggle <u>R</u> ead/ <u>W</u> rite Automation (All Tracks)

### Automation Curve & MIDI CC Editing

<b>Click</b>	<u>Object Selection</u> : Add 1 Node
<b>Alt Drag</b> ★	<u>Object Selection</u> : Draw Curve temp. Draw Tool: multiple nodes
<b>Dbl-Click</b>	<u>Curve Handle</u> : Reset to Linear
<b>Ctrl</b>	<u>"Smart Controls"</u> : Edit Multiple Tracks/Lanes with multiple nodes selected over multiple lanes

### Line & Shape Tools

<b>Ctrl</b>	Toggle Concavity/Phase press Ctrl 1x, don't hold	↑	Adjust Slope/Period follows snap if on
<b>Ctrl Alt</b>	Slip Edit Phase adjusts start & end point together	<b>Ctrl</b> ↑	Adjust Triangle Points or Square Pulse Width <i>e.g.</i> can create sawtooth

### Quick Controls

<b>Ctrl Click</b>	<u>Slot</u> : Show Full Automatable Params Menu can control different tracks or global state
-------------------	---

## Surround Sound: Panners & Control Room Channel Displays

<b>Click</b>	<u>S</u> peaker Channel: Solo
<b>Ctrl Click</b>	<u>S</u> peaker Channel: Exclusive Solo
<b>⇧ Click</b>	<u>S</u> peaker Channel: Mute
<b>Alt Click</b>	<u>S</u> peaker Channel: Disable Channel
only for VST MultiPanner	

## Workspaces (Global/Project Window Layout Presets)

<b>Alt Num 0</b>	Switch to “No Workspace”	<b>Ctrl Num 0</b>	Add Workspace
<b>Alt Num 1-9</b>	Switch to Workspace #1-9		dialog prompts global or project
		<b>Alt U</b>	<u>U</u> ppdate Current Workspace

## On-Screen Keyboard (Virtual MIDI Keyboard)

<b>Alt K</b>	Show/Hide On-Screen <u>K</u> eyboard		
<b>Ctrl Click</b>	Reset Pitch / Mod Wheel		
<b>Alt ↑/↓</b>	Adjust Velocity	<b>Drag ←/→</b>	<u>P</u> iano <u>K</u> ey: Pitch Bend
<b>←/→</b>	Adjust Octave Offset	<b>Drag ↑/↓</b>	<u>P</u> iano <u>K</u> ey: Mod Wheel

## Keyboard Focus & Navigation

<b>Tab</b>	Keyboard Focus Next Zone
<b>⇧ Tab</b>	Keyboard Focus Prev Zone
<b>↑/↓/←/→</b>	Move Keyboard Focus
<b>Alt A</b>	<u>A</u> ctivate/Deactivate Focused Object (if toggle-able)
<b>Alt E</b>	<u>E</u> xpand/Reduce Focused Object
	<i>e.g. works for MixConsole Channel Racks</i>
<b>Ctrl Space</b>	Toggle Selection (of focused row)
	<i>e.g. works in Media Pool, Project Browser</i>
<b>Ctrl Alt ←/→</b>	Show Prev/Next Tab
	<i>e.g. in Lower Zone Editors, Left/Right Zones</i>
<b>PgUp/PgDn</b>	Show Prev/Next Page
	<i>e.g. in MediaBay / Media Rack</i>