­­Cubase Pro 11: Shortcuts Cheat Sheet (Windows)

# Show/Hide Windows, Zones, & Common UIs

**F2** Transport Panel

**F3**  MixConsole Window

**Alt F3** Lower Zone MixConsole

**F4** Audio Connections

**F5** MediaBay Window

**F6** Automation Panel

**F7** Direct Offline Processing

**F8** Video Player Window

**F11** VST Instruments Window

**F12** Audio Performance Window

**Ctrl Alt L** Left Zone

**Ctrl Alt R** Right Zone

**Ctrl Alt B** Lower Zone (“Bottom”)

**Ctrl Alt U** Upper Zone  
 MixConsole: Channel Racks

**Ctrl I** Info Line

**Alt O** Project Window Overview

**Ctrl Alt T** Bottom Transport Bar

**Ctrl B** Project Browser Window

**Ctrl M** Markers Window

**Ctrl P** Media Pool Window

**Ctrl T** Tempo Track Editor

**Enter** Default Editor  
 or Dbl-Click for selected parts/events

**Ctrl R** MIDI Score Editor  
 for selected MIDI parts

**Ctrl** ⇧ **I** Edit In-Place  
 for selected tracks

# General Controls

**Ctrl Click** Reset to Default Value

**Dbl-Click** Type In Exact Value

⇧ Fine Adjust Control

**Ctrl** Constrain Direction  
 locks vertically or horizontally

**Alt** Copy (instead of move)

# Tools

**Right-Click** Open Toolbox Popup

**F9**/**F10** Prev/Next Tool

⇧ **Alt 1** Combine Selection Tools  
 object (lower) + range (upper)

**1** Object Selection Tool  
 hit again to toggle mode

**2** Range Selection Tool

**3** Split Tool (scissors)

**4** Glue Tool

**5** Erase Tool

**6** Zoom Tool

**7** Mute Tool

**8** Draw Tool (pencil)

**9** Play/Scrub Tool  
 hit again to toggle mode

**0** Drumstick Tool

# Undo/Redo History

**Ctrl Z** Undo

**Ctrl** ⇧ **Z** Redo

**Alt Z** MixConsole Undo

⇧ **Alt Z** MixConsole Redo

# Inspectors

**Ctrl Click** Toggle Section  
 without closing others

⇧ **Click** Visibility: Show Only  
Selected Track  
click on checkmark

**Enter** Visibility: Toggle Multiple  
 w/ multiple tracks selected

# Info Line

**Ctrl I** Show/Hide Info Line

**Ctrl Enter** Set Same (Absolute) Value

for all selected parts/events

# Playback, Transport, Cursor, Locators

## Playback & Transport

**Space**  Start/Stop Playback

**Alt Space**  Play Selection Range  
 stops at selection end

**Alt P**  Loop Selection Range  
 (“Place Locators”); starts playback

**Num \***  Start Recording

**Num /**  Toggle Cycle (Loop) Mode

**Num -**/**+**  Rewind/Forward

⇧ **Num -**/**+**  Fast Rewind/Forward

⇧ **Alt T**  Activate External Sync  
 (“Time”)

## Cursor & Locators

**F** Toggle Auto-Scroll (“Follow”)

**Alt C** Toggle Stationary Cursor  
 requires auto-scroll on

### Set Cursor Position

**L** Locate Selection Start

⇧ **Alt Click** Set Cursor Position

**Click** Ruler (lower): Set Cursor

⇧ **P** Type Cursor Position

**Click** Locator Buttons: Set  
Cursor to L/R Locator

in Bottom Transport Bar

**Num 1**/**2** Set Cursor to L/R Locator

**,** or **Num .** Cursor to Project Start (RTZ)  
 jumps: time 0, start (if different)

**B**/**N** Prev (“Back”) / Next Event

⇧ **B**/**N** Prev (“Back”) / Next Marker

⇧ **1**-**9** Jump to Marker #1-9

**Dbl-Click** Marker Event: Set Cursor

**Alt B**/**N** Prev (“Back”) / Next Hitpoint  
 in audio editors

**Ctrl Num -**/**+**  Nudge Cursor (by grid)

### Set Left/Right Locators

**P** Locators to Selection Range  
 (“Place Locators”)

**Drag Range** Ruler (upper): Set Locators

**Ctrl Click** Ruler (upper): Set Left

**Alt Click** Ruler (upper): Set Right

⇧ **L**/**R** Type L/R Locator Position

⇧ **D** Type Locator Duration

**Alt Click** Locator Buttons: Set L/R Locator to Cursor

in Bottom Transport Bar

**Ctrl Num 1**/**2** Set L/R Locator to Cursor

⇧ **Num 1**-**9** To Cycle Marker #1-9

**Dbl-Click** Cycle Marker Event: Set

# Grid, Snap, Quantize, Time Formats

**J** Toggle Snap (“Justify”)

**Ctrl** Temp. Disable Snap  
 hold while copying/moving

**Q** Apply Quantize

**.** Exchange Primary/Secondary Time Formats

# Zooming, Scrolling

**Drag ↑**/**↓** Ruler (lower): Zoom Out/In

**Drag ←**/**→** Piano Roll (left): Zoom Out/In (vert.)

**G**/**H** Zoom Out/In

⇧ **G**/**H** Zoom Out/In (vert.)

**Alt G**/**H** Waveforms Zoom Out/In

⇧ **F** Zoom Full

⇧ **E** Zoom to Event/Part

within editor windows

**Alt S** Zoom to Selection  
 ★re-map: Zoom to Selection (Horiz.)

**Home** Scroll Up to First Track

**End** Scroll Down to Last Track

**Z** Zoom In Selected Tracks

**Ctrl ↑**/**↓** Zoom Tracks Out/In (vert.)

**Ctrl Drag ↑**/**↓** Change All Track Heights

when vertically resizing any track

**6** Zoom Tool

**Click** Zoom Tool: Zoom In

**Alt Click** Zoom Tool: Zoom Out

**Drag Box** Zoom Tool: Zoom to Box

**Alt Dbl-Click** Zoom to Cycle Marker  
 on Cycle Marker event

## Project Window Overview

**Alt O** Show/Hide Project Window Overview

**Click** Upper Half: Move Center Point of Visible Area

**Drag Box** Upper Half: Select New Visible Area

**Drag ←**/**→** Lower Half: Resize/Move Visible Area  
 drag edges to resize; drag within to move

# Selecting

**Ctrl A** Select All

**Ctrl** ⇧ **A** Select None

**Ctrl Alt I** Invert Selection

## with [1] Object Selection Tool

⇧ **Click** Extend Selection to Item  
 for contiguous multi-select

**Ctrl Click** Individually Toggle Item  
 for non-contiguous multi-select

**Ctrl Click** Track List: Deselect Track  
 allows deselecting all tracks

**Ctrl Click** Piano Roll: Select by Pitch  
 all notes w/ same pitch/octave

⇧ **Dbl-Click** MIDI Editors: 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

**Ctrl Click** Exclude Track from  
Selection (toggle)

**Ctrl** ⇧ Select in All Tracks

**E** Set Left Bound to Cursor  
 (“Embark”)

**D** Set Right Bound to Cursor  
 (“Disembark”)

**Ctrl ←**/**→** Nudge Both Bounds

**Alt ←**/**→** Nudge Left Bound

⇧ **Alt ←**/**→** Nudge Right Bound

# (1) Project Setup

## Project Files & Setup

**Ctrl N** New Project

**Ctrl O** Open Project

**Ctrl S** Save Project

**Ctrl** ⇧ **S** Save Project As…

**Ctrl Alt S** Save New Project Version

⇧ **S** Project Setup

**Ctrl W** Close Project (“Window”)

**Ctrl Q** Quit

## Track List & Routing

**T** Add Track(s)

⇧ **Delete** Remove Selected Track(s)

**Ctrl Enter** Rename Track + Parts/Events  
 when renaming a track

**Ctrl F** Find Track by Name

**Click** Track I/O: Assign Just to Current Track

⇧ **Click** Track I/O: Assign Incrementing to Selected Tracks  
 *e.g.* Track1 to Out1, Track2 to Out2, …

⇧ **Alt Click** Track I/O: Assign Same to All Selected Tracks

**Click** Direct Routing: Toggle Output On/Off

⇧ **Click** Direct Routing: Enable “Summing Mode” (multiple outs)  
 when enabled: blue instead of green

## Colors (Tracks, Parts/Events)

⇧ **Alt C** Colorize Selected Parts/Events or Tracks  
 opens popup; parts/events take precedence if any are selected

⇧ **Alt S** Project Colors Setup

**Wheel ↑**/**↓** Color Tool Button: Cycle through Colors

with mouse hovered over tool button

**Click** Color Tool: Apply Color to Selected Parts/Events

**Ctrl Click** Color Tool: Colorize Selected Parts/Events  
 opens popup

**Alt Click** Color 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

**F5** Show/Hide MediaBay

⇧ **Enter** Preview Start/Stop

⇧ **Num /** Toggle Preview Cycle (Loop)

**Ctrl Alt Num 2** Show/Hide Previewer

**Ctrl Alt Num 4** Show/Hide File Browser

**Ctrl Alt Num 5** Show/Hide Filters

**Ctrl Alt Num 6** Show/Hide Attributes

## Recording

**R** Record Arm Selected Tracks

**C** Toggle Metronome Click

**Num \*** Start Recording

⇧ **Num \*** Retrospective MIDI Record  
 from previous playback

### Track Versions

**Ctrl** ⇧ **N** New Track Version

**Ctrl** ⇧ **D** Duplicate Track Version

**Ctrl** ⇧ **G** Prev Track Version

**Ctrl** ⇧ **H** Next Track Version

### Punch In/Out

**I**/**O** Toggle Punch In/Out

⇧ **I**/**O** Type Punch In/Out Position  
 if unlocked & enabled

**Alt Click** Punch Buttons: Set to  
Cursor Position

## MIDI/Audio Parts

### General

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

### In Project Window

**Drag Box** Draw Tool: Create New Part

**Dbl-Click** Object Selection: Create New Part between Locators

## MIDI Programming: MIDI Editors

**Alt 1** Insert Length 1/1

**Alt 2** Insert Length 1/2

**Alt 3** Insert Length 1/4

**Alt 4** Insert Length 1/8

**Alt 5** Insert Length 1/16

**Alt 6** Insert Length 1/32

**Alt 7** Insert Length 1/64

**Alt 8** Insert Length 1/128

**Alt .** Toggle Dotted Insert Length

**Alt ,** Toggle Triplet Insert Length

**↑**/**↓** Transpose by Semitone

⇧ **↑**/**↓** Transpose by Octave

Drag **→** Drum Editor: Drum Roll  
 *i.e.* add multiple repeated notes

**Ctrl** ⇧ **Drag** Edit Velocity  
 drag **↑**/**↓**

**Dbl-Click** Object Selection: Add Note

**Alt L** Show/Hide Controller Lanes

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

**Drag ←**/**→** Adjust Length (End)

⇧ **Drag ←**/**→** Adjust Start

**Drag ↑**/**↓** Adjust Velocity

**Alt Drag ↑**/**↓** Adjust Pitch

# (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 (“Empty”)  
 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

**Dbl-Click** Marker Event: Set Cursor/Locators

**Alt Dbl-Click** Cycle Marker Event: Zoom

## Chords, Scales

**Ctrl** ⇧ **C** Show/Hide Chord Pads

**Alt Drag ↑**/**↓**  Chord Editing: 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 (“Empty”)  
 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** Adjust 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

**Alt B**/**N** Prev (“Back”) / Next Hitpoint

**Alt Click** Add Hitpoint

⇧ **Click** Remove Hitpoint

**Ctrl Alt Click** Reset Hitpoint  
 to original detected position

**Tab** Select & Play Next Slice

## Audio: VariAudio Editing

**Ctrl** Absolute Pitch Snap Mode

**Alt** Relative Pitch Snap Mode

⇧ Pitch Snap Off

**Alt Click** MIDI Input Button: Toggle Step Mode

## Comping (in Track Lanes)

### with [1] Object Selection Tool

**Click** Select  
 but do not bring to front

**U** Bring to Front (“Uncover”)  
 front audio event plays back

**Click** Comp Handle: Toggle Front

**Drag ←**/**→** Resize/Move Event  
 just affects current track lane

**Ctrl Alt Drag** Slip Edit Event  
 moves audio within event bounds

**Ctrl Click**  Play (Audition)  
 click & hold

**Alt Click** Split Event  
 just affects current track lane

### with [2] Range Selection Tool

**Dbl-Click** Create New Comp Range  
 glues/splits at endpoints & brings to front

### with Comp Tool

**Click** Toggle to Front

⇧ **Click** Select  
 but do not bring to front

**Drag Range** Create New Comp Range  
glues/splits at endpoints  
& brings to front

**Drag ←**/**→** Adjust Split Point  
 for a previously split event

**Drag ←**/**→** Resize All Aligned Events  
 affects events w/ same start/end

**Ctrl Alt Drag** Slip Edit Event  
 moves audio within event bounds

**Ctrl Click**  Play (Audition)  
 click & hold

**Alt Click** Split All Events  
 across all track lanes

# (4) Mixing & Mastering

## MixConsole: Volume Faders & Panners

**Ctrl** ⇧ **↑**/**↓** Adjust Volume ±1 dB  
 for 1 selected track (or link group)

**Ctrl** ⇧ **←**/**→** Adjust Panning ±10%  
 for 1 selected track (or link group)

**Drag+Drop** Track Name: Copy MixConsole Channel Settings (onto another track)  
 including routing, inserts, sends, fader, panner, *etc.*

### Stereo Combined Panner

**Drag ←**/**→** Move Center (L/R Together)

**Alt Drag ←**/**→** Move L/R Independently

## MixConsole: Link Groups

**Alt** Temp. Skip Channel Linking  
 adjust control: only affect 1 track

⇧ **Alt** Q-Link Temp. Link Mode  
 selected tracks as link group

## MixConsole: Channel Racks, Audio Effects

**Drag+Drop** Section Header: Copy Rack (onto another track)  
 *e.g.* copy all Insert effects

**Alt Drag+Drop** Section Header: Move Rack (to another track)

⇧ **Alt Click** Slot Bypass Buttons: Toggle Slot for Selected Tracks  
 *e.g.* bypass same insert plug-in in same slot across multiple tracks

# Monitoring & Meters

**M** Mute Selected Tracks

**S** Solo Selected Tracks

**Ctrl Click** S Button: Exclusive Solo  
 mutes any prev soloed tracks

**Ctrl Alt Click** S Button: Solo Defeat  
 won’t mute when others soloed

**Alt Click** Reset Meters

# Automation

**F6** Show/Hide Automation Panel

**Alt R**/**W** Toggle Read/Write Automation (All Tracks)

## Automation Curve & MIDI CC Editing

**Click** Object Selection: Add 1 Node

**Alt Drag** Object Selection: Draw Curve  
 temp. Draw Tool: multiple nodes

**Dbl-Click** Curve Handle: Reset to Linear

**Ctrl** “Smart Controls”: Edit Multiple Tracks/Lanes  
 with multiple nodes selected over multiple lanes

## Line & Shape Tools

**Ctrl** Toggle Concavity/Phase  
 press Ctrl 1x, don’t hold

**Ctrl Alt** Slip Edit Phase  
 adjusts start & end point together

⇧ Adjust Slope/Period   
 follows snap if on

**Ctrl** ⇧ Adjust Triangle Points or Square Pulse Width  
*e.g.* can create sawtooth

## Quick Controls

**Ctrl Click** Slot: Show Full Automatable Params Menu  
 can control different tracks or global state

# Surround Sound: Panners & Control Room Channel Displays

**Click** Speaker Channel: Solo

**Ctrl Click** Speaker Channel: Exclusive Solo

⇧ **Click** Speaker Channel: Mute

**Alt Click** Speaker Channel: Disable Channel  
 only for VST MultiPanner

# Workspaces (Global/Project Window Layout Presets)

**Alt Num 0** Switch to “No Workspace”

**Alt Num 1**-**9** Switch to Workspace #1-9

**Ctrl Num 0** Add Workspace  
 dialog prompts global or project

**Alt U** Update Current Workspace

# On-Screen Keyboard (Virtual MIDI Keyboard)

**Alt K** Show/Hide On-Screen Keyboard

**Ctrl Click** Reset Pitch / Mod Wheel

**Alt ↑**/**↓** Adjust Velocity

**←**/**→** Adjust Octave Offset

**Drag ←**/**→** Piano Key: Pitch Bend

**Drag ↑**/**↓** Piano Key: Mod Wheel

# Keyboard Focus & Navigation

**Tab** Keyboard Focus Next Zone

⇧ **Tab** Keyboard Focus Prev Zone

**↑**/**↓**/**←**/**→** Move Keyboard Focus

**Alt A** Activate/Deactivate Focused Object (if toggle-able)

**Alt E** Expand/Reduce Focused Object  
 *e.g.* works for MixConsole Channel Racks

**Ctrl Space** Toggle Selection (of focused row)  
 *e.g.* works in Media Pool, Project Browser

**Ctrl Alt ←**/**→** Show Prev/Next Tab  
 *e.g.* in Lower Zone Editors, Left/Right Zones

**PgUp**/**PgDn** Show Prev/Next Page  
 *e.g.* in MediaBay / Media Rack