

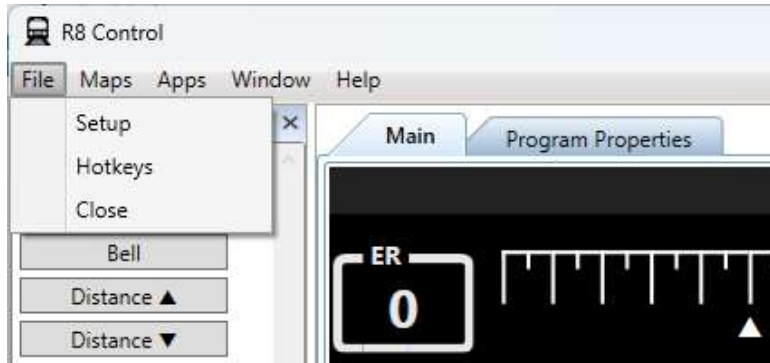
The Hotkey Editor

The hotkey editor is used to edit the hotkeys used by R8 Control.

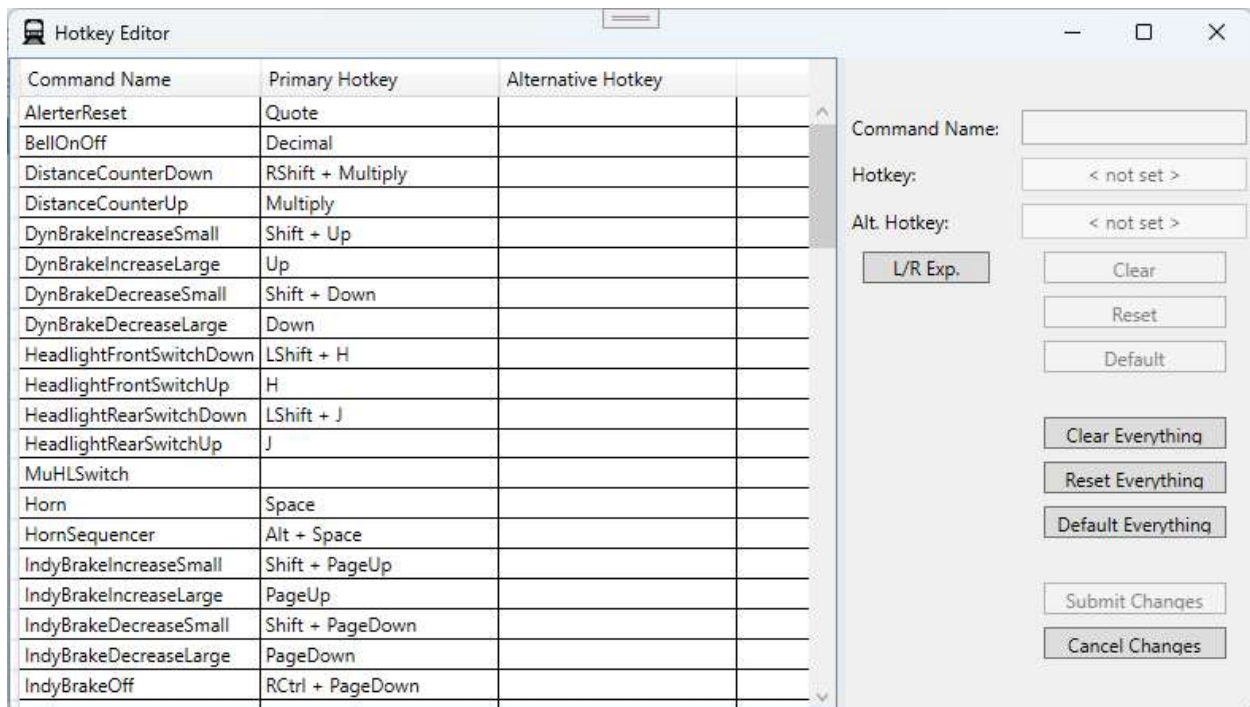
How to Open the Hotkey Editor

There are two ways to open the Hotkey Editor.

1. From the "File" menu, select "Hotkeys."



2. Use a hotkey. The default hotkey for opening the hotkey editor is Win+8.



General Description

The hotkey editor lists ninety command names that may be associated with hotkeys. Each command can have up to two hotkeys, primary and alternative keys. The commands are listed in

the first column, and each primary and alternative key is listed to the right of the command to which it is bound.

To the right of the hotkeys list are the editor controls described below.

How to Edit Hotkeys

Select one of the hotkey rows you want to change. You will see the command name for the hotkey appear in the upper right, and any previously assigned hotkeys will appear below the command name. Then click within the hotkey boxes and press the keys on your keyboard that you want to bind to that command. A representation of the hotkey will appear within the box. You will also see the new hotkey appear beside the command name in the hotkey list on the left.

Modifier keys (shift, alt, ctrl, and win) may be non-specific (i.e., without regard to the keyboard side) or left or right explicit. A generic key is represented simply by the name of the key ("Ctrl," for example). An explicit key is represented by either the letter "L" or "R" prepended to the generic name ("LCtrl").

Hotkey Name:	HornSequencer
Hotkey:	Ctrl + Space
Alt. Hotkey:	LCtrl + H

Click the "L/R Exp." button to explicitly specify left or right keys. Its color will change to show that the left or right dependency is turned on. Click the button again to turn the mode off.

Repeat the above steps for as many keys as you wish to change.

Command Name	Primary Hotkey	Alternative Hotkey
AlerterReset	Quote	
BellOnOff	Decimal	
DistanceCounterDown	RShift + Multiply	
DistanceCounterUp	Multiply	
DynBrakeIncreaseSmall	Shift + Up	
DynBrakeIncreaseLarge	Up	
DynBrakeDecreaseSmall	Shift + Down	
DynBrakeDecreaseLarge	Down	
HeadlightFrontSwitchDown	LShift + H	
HeadlightFrontSwitchUp	H	
HeadlightRearSwitchDown	LShift + J	
HeadlightRearSwitchUp	J	
MuHLSwitch		
Horn	Space	
HornSequencer	Decimal	
IndyBrakeIncreaseSmall	Shift + PageUp	
IndyBrakeIncreaseLarge	PageUp	
IndyBrakeDecreaseSmall	Shift + PageDown	
IndyBrakeDecreaseLarge	PageDown	
IndyBrakeOff	RCtrl + PageDown	

Command Name: HornSequencer

Hotkey: Decimal

Alt. Hotkey: < not set >

L/R Exp. Clear Reset Default

Duplicate keys exist in the hotkey database. This condition must be corrected before your changes can be submitted.

Clear Everything Reset Everything Default Everything

Submit Changes Cancel Changes

Note that hotkeys must be unique to be saved. If you specify a used hotkey, the editor will show the error in red and indicate which keys are not unique. Before your changes can be saved, the duplicate keys must be rectified. However, you can continue to edit in this condition and reconcile the errors later. If the errors are cleared before you finish, your changes can be saved.

To complete your changes, click the "Submit Changes" button. This informs the program that you want to keep the changes you made so that the program can save them. If you don't want to save the changes you have made, click "Cancel Changes" or click the X in the upper right corner of the window to close the window without saving your changes.

Hot Key Editor Buttons

This section will describe the use and functionality of the hotkey editor's buttons. Some of the buttons have already been discussed below, but we will present them again at the end of this section for completeness.

The Clear Button

Clicking on the clear button will remove any settings for the currently selected command. Both "Hot Key" and "Alt. Hokey" will indicate "< not set >."

The Reset Button

This button will reset any changes you have made since opening the editor to the selected command's current setting.

The Default Button

If you click Default, all changes to the current command's hotkeys will be reset to its default setting.

The Clear Everything Button

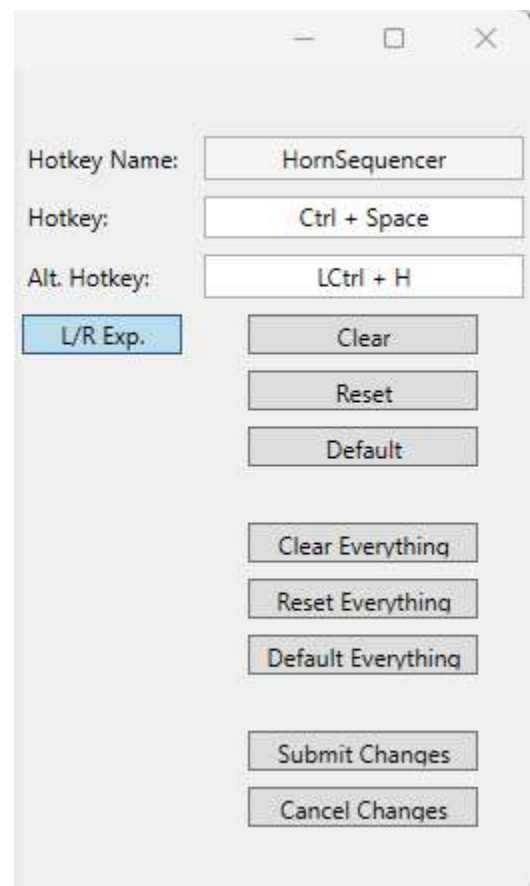
This button works the same way as the Clear button, except it affects all commands. In other words, all the hotkeys for all commands are removed by clicking this button.

The Reset Everything Button

Use this button to reset all changes you made to commands during this session (i.e., since opening the hotkey editor.

The Default Everything Button

This button will reset all commands to their default settings.



The Submit Changes Button

To complete your changes, click the "Submit Changes" button. This informs the program that you want to keep the changes you made so that the program can save them.

The Cancel Changes Button

If you don't want to save the changes you have made, click "Cancel Changes" or click the X in the upper right corner of the window to close the window without saving your changes.

The L/R Exp. Button

Click the "L/R Exp." button to explicitly specify left or right keys. Its color will change to show that the left or right dependency is on. Click the button again to turn the mode off.