



DIRECTOR8

Quick Reference for Windows

FILE MENU

Command	Shortcut
New Movie	Ctrl+N
New Cast	Ctrl+Alt+N
Open	Ctrl+O
Close	Ctrl+F4
Save	Ctrl+S
Import	Ctrl+R
Export	Ctrl+Shift+R
Publish	Ctrl+Shift+S
Page Setup	Ctrl+Shift+P
Print	Ctrl+P
General Preferences	Ctrl+U
Exit	Alt+F4

EDIT MENU

Command	Shortcut
Undo	Ctrl+Z
Repeat	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Clear	Delete
Duplicate	Ctrl+D
Select All	Ctrl+A
Find Text	Ctrl+F
Find Handler	Ctrl+Shift+; (semicolon)
Find Cast Member	Ctrl+; (semicolon)
Find Selection	Ctrl+H
Find Again	Ctrl+Alt+F
Replace Again	Ctrl+Alt+E
Edit Sprite Frames	Ctrl+Alt+] (right bracket)
Edit Entire Sprite	Ctrl+Alt+[(left bracket)
Exchange Cast Members	Ctrl+E
Launch External Editor	Ctrl+, (comma)

VIEW MENU

Command	Shortcut
Next Marker	Ctrl+Right Arrow
Previous Marker	Ctrl+Left Arrow
Zoom In	Ctrl+ + (plus)
Zoom Out	Ctrl+ - (minus)
Show Guides	Ctrl+Shift+Alt+D
Snap to Guides	Ctrl+Shift+G
Show Grid	Ctrl+Shift+Alt+G
Snap to Grid	Ctrl+Alt+G
Temporarily turn on Snap to Grid	G-drag sprite

VIEW MENU (CONTINUED)

Command	Shortcut
Rulers	Ctrl+Shift+Alt+R
Show Info	Ctrl+Shift+Alt+O
Show Paths	Ctrl+Shift+Alt+H
Toolbar for current window	Ctrl+Shift+H
Keyframes	Ctrl+Shift+Alt+K

MODIFY MENU

Command	Shortcut
Cast Member Properties	Ctrl+I
Cast Member Script	Ctrl+' (apostrophe)
Sprite Properties	Ctrl+Shift+I
Sprite Script	Ctrl+Shift+' (apostrophe)
Sprite Tweening	Ctrl+Shift+B
Movie Properties	Ctrl+Shift+D
Movie Casts	Ctrl+Shift+C
Font	Ctrl+Shift+T
Paragraph	Ctrl+Shift+Alt+T
Join Sprites	Ctrl+J
Split Sprite	Ctrl+Shift+J
Extend Sprite	Ctrl+B
Bring to Front	Ctrl+Shift+Up Arrow
Move Forward	Ctrl+Up Arrow
Move Backward	Ctrl+Down Arrow
Send to Back	Ctrl+Shift+Down Arrow
Align	Ctrl+K
Tweak	Ctrl+Shift+K

CONTROL MENU

Command	Shortcut
Play	Ctrl+Alt+P
Stop	Ctrl+Alt+ . (period)
Rewind	Ctrl+Alt+R
Step Backward	Ctrl+Alt+Left Arrow
Step Forward	Ctrl+Alt+Right Arrow
Loop Playback	Ctrl+Alt+L
Volume: Mute	Ctrl+Alt+M
Toggle Breakpoint	F9
Watch Expression	Shift+F9
Ignore Breakpoints	Alt+F9
Step Script	F10
Step Into Script	F8
Run Script	F5
Recompile All Scripts	Ctrl+Shift+Alt+C

INSERT MENU

Command	Shortcut
Keyframe	Ctrl+Alt+K
Frames	Ctrl+Shift+] (right bracket)
Insert 1 frame	Ctrl+] (right bracket)
Remove Frame	Ctrl+[(left bracket)

WINDOW MENU

Command or Action	Shortcut
Toolbar	Ctrl+Shift+Alt+B
Tool palette	Ctrl+7
Property Inspector	Ctrl+Alt+S
Behavior Inspector	Ctrl+Alt+; (semicolon)
Text Inspector	Ctrl+T
Stage	Ctrl+1
Control Panel	Ctrl+2
Markers	Ctrl+Shift+M
Score	Ctrl+4
Cast	Ctrl+3
Paint	Ctrl+5
Vector Shape	Ctrl+Shift+V
Text	Ctrl+6
Field	Ctrl+8
Color Palettes	Ctrl+Alt+7
Video	Ctrl+9
Script	Ctrl+0
Message	Ctrl+M
Debugger	Ctrl+' (open single quote)
Watcher	Ctrl+Shift+' (open single quote)

STAGE

Action	Shortcut
Resize the Stage to 100 percent	Ctrl+Alt+0 (zero)
Full screen Stage	Ctrl+Alt+1
Full screen playback	Ctrl+Shift+Alt+P
Black Stage	- (minus) on numeric keypad
White Stage	Shift+ - (minus) on numeric keypad
Invert Stage colors	Alt+ - (minus) on numeric keypad
Show/hide sprite paths	Ctrl+Shift+Alt+H
Select only the current frame of the sprite	Alt-click the sprite
Create a keyframe within a sprite path	Alt-click a tick mark in the sprite path
Show/hide Sprite Overlay	Ctrl+Shift+Alt+O
Change the opacity of Sprite Overlay	Drag the horizontal line on the right side of the overlay.



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STAGE (CONTINUED)

Open cast member editor	Double-click sprite
Open Paint window	Ctrl+5
Ink pop-up	Ctrl-click
Real-time record	Ctrl+Spacebar-drag a sprite on the Stage
Display shortcut menu for selection	Right-click
Hide selection indicators	+ (plus) on the numeric keypad
Move sprite by 1 pixel	Arrow keys
Move sprite by 10 pixels	Shift+arrow keys
Select a locked sprite	L-click locked sprite

SCORE WINDOW

SELECTING SPRITES AND FRAMES

Action	Shortcut
Duplicate selection (sprite or keyframe)	Alt
Select a frame within a sprite	Alt-click a frame within sprite
Turn on or off Edit Sprite Frames	Alt-double-click a frame within sprite
Select empty frames and sprite frames	Alt-drag, beginning in an empty frame
Select all the frames in a channel	Double-click channel number, drag to select multiple
Select all sprites in a channel	Click the channel number, drag to select multiple sprites
Previous keyframe	Shift+1 on numeric keypad
Next keyframe	Shift+2 on numeric keypad
Scroll the Score to view selected sprites	Shift+5 on numeric keypad

CHANGING THE SCORE

Action	Shortcut
Open shortcut menu for Score display options and preferences	Right-click in the channel number area of the Score

MOVING AND STRETCHING SPRITES

Action	Shortcut
Switch sprites in the Score	Ctrl+E
Shuffle backward	Ctrl+Up Arrow
Shuffle forward	Ctrl+Down Arrow
Overwrite sprite frames while dragging a selection to a new location	Press Control while dragging
Move sprite on the Stage by 1 pixel	Select in the Score and use arrow keys
Move sprite on the Stage by 10 pixels	Select in the Score and use Shift+arrow keys
Move entire sprite (instead of keyframe)	Spacebar-drag
Stretch a sprite without proportionally relocating keyframes	Ctrl-drag the end frame

MOVING THE PLAYBACK HEAD

Action	Shortcut
Move playback head to end of movie	Tab
Move playback head to beginning of movie	Shift+Tab
Move playback head to beginning/end	Ctrl+Shift+Left Arrow/Right Arrow
Go to next marker comment (or jump 10 frames)	Ctrl+Right Arrow
Go to previous marker comment (or back 10 frames)	Ctrl+Left Arrow
Move playback head to middle of Score	5 on numeric keypad

OPENING EDITORS

Action	Shortcut
Open cast editor for selected sprite	Double-click a sprite frame or the cast thumbnail
Open Frame Settings dialog box	Double-click tempo, palette, or transition channel

PAINT WINDOW

GENERAL

Action	Shortcut
Next/previous cast member	Left Arrow/Right Arrow keys
Open Transform Bitmap dialog box	Double-click color resolution indicator
Toggle Zoom In/Zoom Out	Ctrl-click in window or double-click Pencil tool
Xtra properties	Ctrl+Shift+O
Hide cursor during playback	Shift+Enter on numeric keypad

WORKING WITH IMAGES

Action	Shortcut
Nudge selection rect. or lasso selection	Arrows keys with selection rectangle or lasso
Change airbrush size (while painting)	Up/Down Arrow with airbrush selected
Change airbrush flow (while painting)	Left/Right Arrow with airbrush selected
Change foreground color (not painting)	Up/Down Arrow, all tools
Change background color (not painting)	Shift+Up/Down Arrow, all tools
Change destination color (not painting)	Alt+Up/Down Arrow, all tools
Draw border with current pattern	Alt+Shape or Line tools
Select background color	Shift+Eyedropper tool

WORKING WITH IMAGES (CONTINUED)

Action	Shortcut
Select destination color	Alt+Eyedropper tool
Toggle between custom and grayscale patterns	Alt-click pattern
Polygon lasso	Alt-drag Lasso tool
Duplicate selection	Alt-drag
Stretch	Ctrl-drag
Draw with background color	Alt+Pencil tool
Clear visible part of window	Double-click Eraser tool
Open Color Palettes window	Double-click foreground, background, or destination color chip

SELECTING FROM THE TOOL PALETTE

Action	Shortcut
Airbrush	A
Brush	B
Arc	C
Pick up color under cursor	Alt key
Eraser	E
Bucket	F, K
Registration point	G
Hand	H
Eyedropper	I
Lasso	L
Marquee	M, S
Line	N, /, \,
Circle	O
Filled Circle	Shift+O
Polygon	P
Filled Polygon	Shift+P
Rectangle	R
Filled Rectangle	Shift+R
Text	T
Switch to black and white foreground color and background color	W
Switch foreground color and background color	X
Pencil	Y
Magnifying Glass	Z
Zoom in	+ (Plus sign)
Zoom out	- and 1 (Minus sign and 1)
Zoom out 200%	- and 2 (Minus sign and 2)
Zoom out 400%	- and 4 (Minus sign and 4)
Zoom out 800%	- and 8 (Minus sign and 8)
Move selection by 10 pixels	Shift+arrow keys



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PAINT WINDOW (CONTINUED)

CHANGING TOOL SETTINGS

Action	Shortcut
Open Gradient Settings dialog box and set ink to gradient	Double-click Brush, Rectangle, Bucket, or Polygon tool
Open Airbrush Settings dialog box	Double-click Airbrush tool
Open Pattern Settings dialog box	Double-click pattern chip
Open Brush Settings dialog box	Double-click Brush tool
Open Paint Window Preferences	Double-click line width selector
Turn selected tool into foreground eyedropper	D
Turn selected tool into background eyedropper	Shift+D
Turn selected tool into Hand tool	Spacebar
Turn selected tool into destination eyedropper	Alt+D

CAST WINDOW & CAST EDITING WINDOW

Action	Shortcut
Open cast member editor	Double-click a paint, text, palette, or script cast member or select the cast member and press Return
Cast member script	Ctrl+' (apostrophe)
Switch selected cast member with score selection	Alt-double-click thumbnail
Display cast member info	Ctrl-click cast thumbnail
Rename cast member	Ctrl+Shift+N
Open script in new window	Alt+Script button
Cast to Time (Option+Place button)	Ctrl+Shift+Alt+L
Create a new cast member*	Ctrl+Shift+A

CAST WINDOW & CAST EDITING WINDOW (CONTINUED)

Action	Shortcut
Previous cast member*	Ctrl+Left Arrow
Next cast member*	Ctrl+Right Arrow
Scroll up/down one window	Page up, Page down
Scroll to top left of Cast window	Home
Scroll to show last occupied cast member	End
Type-select by cast member	Type number
* same function, in a new window	Ctrl+Alt+Left Arrow/ Right Arrow

TEXT, FIELD, AND SCRIPT WINDOW

Action	Shortcut
Bold	Ctrl+Alt+B
Italic	Ctrl+Alt+I
Underline	Ctrl+Alt+U
New Movie Script	Ctrl+Shift+U
Comment	Ctrl+Shift+. (period)
Uncomment	Ctrl+Shift+, (comma)

SPRITE

CHANGING SPRITE DURATION

Action	Shortcut
Stretch a sprite without proportionally relocating keyframes	Ctrl-drag the end frame
Lock Sprite	Ctrl+L
Unlock Sprite	Ctrl+Shift+L
Join Sprites	Ctrl+J
Split Sprite	Ctrl+Shift+J
Extend Sprite command	Ctrl+B

TWEENING SPRITES

Command	Shortcut
Sprite Tweening	Ctrl+Shift+B

SELECTING AND MOVING SPRITES

Action	Shortcut
Select a single frame within a sprite	Alt-click the sprite on the Stage, or a frame within the sprite in the Score
Move entire sprite between frames (instead of keyframes)	Spacebar-drag
Select all the sprites in a channel	Click the channel number, drag to select multiple
Select all the frames in a channel	Double-click channel number, drag to select multiple sprites
Turn on or off Edit Sprite Frames	Alt-double-click a frame within sprite
Select empty frames and sprite frames	Alt-drag, beginning in an empty frame
Overwrite sprite frames while dragging a selection to a new location	Ctrl-drag

CHANGING SPRITES ON THE STAGE

Action	Shortcut
Move sprite on the Stage by 1 pixel	Select on the Stage or in the Score and use arrow keys
Move sprite on the Stage by 10 pixels	Select on the Stage or in the Score and use Shift+arrow keys
Show/hide sprite paths	Ctrl+Shift+Alt+H
Create a keyframe within a sprite path	Alt-click a tick mark in the sprite path on the Stage