

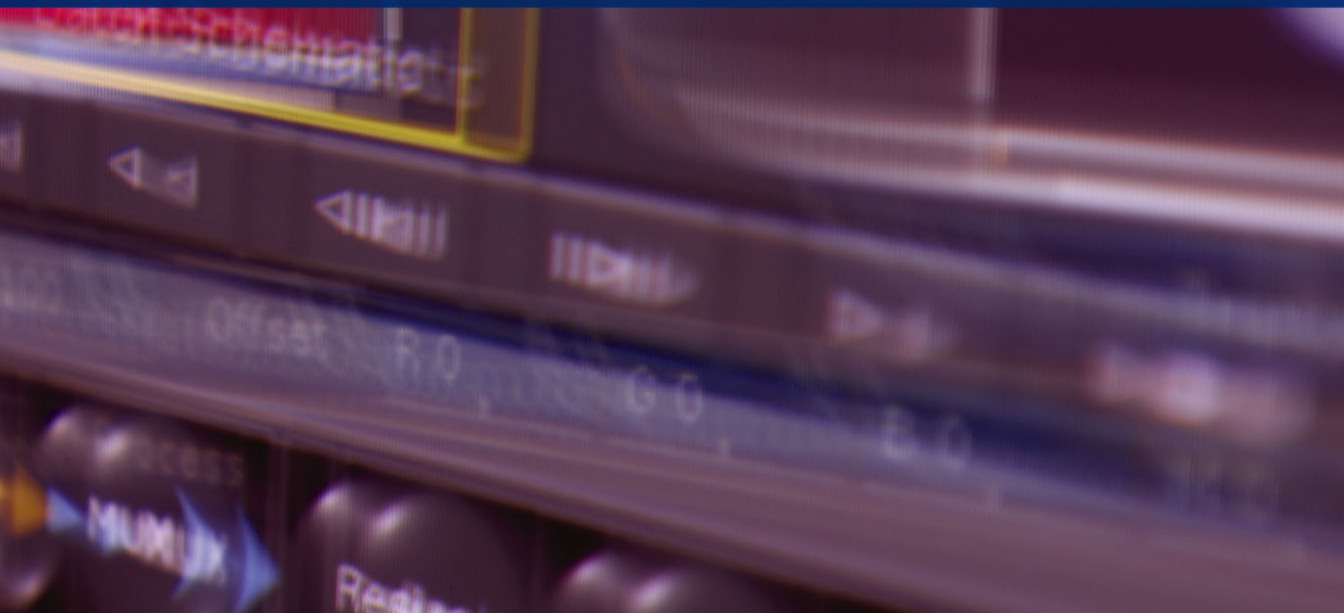
AUTODESK® INFERNO®  2008

AUTODESK® FLAME®  2008

AUTODESK® FLINT®  2008

Hot Keys Reference Guide

Autodesk®



© 2007 Autodesk, Inc. All rights reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Portions of this software are copyright © 2.1.19 The FreeType Project (www.freetype.org). All rights reserved.

Portions relating to Python version 2.3.3 Copyright © 2001, 2002, 2003 Python Software Foundation; All Rights Reserved.

Portions relating to Python version 2.1.1 Copyright © 2001 Python Software Foundation; All Rights Reserved.

Portions relating to libxalan-c version 1.8.0 are copyright Apache version 2.0 Copyright 2004 The Apache Software Foundation. Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.apache.org/licenses/LICENSE-2.0>. Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.

This product includes software developed by the Apache Software Foundation (<http://www.apache.org/>).

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT LICENSE PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (i) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD ("MPEG-4 VIDEO") AND/OR (ii) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDED LICENSED BY MPEG LA TO PROVIDE MPEG-4 VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://WWW.MPEGLA.COM).

THIS PRODUCT IS LICENSED UNDER THE MPEG-2 PATENT PORTFOLIO LICENSE ANY USE OF THIS PRODUCT OTHER THAN CONSUMER PERSONAL USE IN ANY MANNER THAT COMPLIES WITH THE MPEG-2 STANDARD FOR ENCODING VIDEO INFORMATION FOR PACKAGED MEDIA IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, L.L.C., 250 STEELE STREET, SUITE 300, DENVER, COLORADO 80206.

Portions relating to libffmpeg Copyright © 2003-2006, Fabrice Bellard.

Portions relating to ALSA version 1.0.6 Copyright © 2004 Jaroslav Kysela, Abramo Bagnara, Takashi Iwai, and Frank van de Pol.

Powered by Automatic Duck. © 2006 Automatic Duck, Inc. All rights reserved.

Portions relating to Audiobogus Copyright © 1998-1999, Michael Pruett (michael@68k.org).

Portions relating to xxdiff Copyright © 1999-2004, Martin Blais. All Rights Reserved.

Portions relating to Audiofile 0.2.6, Open Inventor 2.1.5-9, and LibImageDL software are Copyright © 1991, 1999 Free Software Foundation, Inc.

Portions relating to Glew Copyright (c) 1991-9 Silicon Graphics, Inc. All Rights Reserved.

Portions relating to Mesa Copyright ©1999-2007 Brian Paul. All Rights Reserved. Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL BRIAN PAUL BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Portions relating to OpenExr 1.2.1 Copyright (c) 2004, Industrial Light & Magic, a division of Lucasfilm Entertainment Company Ltd. Portions contributed and copyright held by others as indicated. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. Neither the name of Industrial Light & Magic nor the names of any other contributors to this software may be used to endorse or promote products derived from this software without specific prior written permission. THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions relating to Libpopt Copyright ©1998 Red Hat Software. Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions: The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE X CONSORTIUM BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of the X Consortium shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization from the X Consortium.

Portions relating to DIRAC Time Stretch/Pitch Shift technology licensed from The DSP Dimension, <http://www.dspdimension.com> Developed and (c) 2005 Stephan M. Bernsee

Portions relating to Berkeley DB software Copyright ©1990-2002, Sleepycat Software. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met: 1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer. 2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution. 3. Redistributions in any form must be accompanied by information on how to obtain complete source code for the DB software and any accompanying software that uses the DB software. The source code must either be included in the distribution or be available for no more than the cost of distribution plus a nominal fee, and must be freely redistributable under reasonable conditions. For an executable file, complete source code means the source code for all modules it contains. It does not include source code for modules or files that typically accompany the major components of the operating system on which the executable file runs. THIS SOFTWARE IS PROVIDED BY SLEEPYCAT SOFTWARE "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT, ARE DISCLAIMED. IN NO EVENT SHALL SLEEPYCAT SOFTWARE BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Portions copyright 1991-2006 Compuware Corporation.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, ActiveShapes, Actrix, ADI, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Insight, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next> (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design|Studio (design/logo), Design Your World, Design Your World (design/logo), DWE, DWG, DWG (logo), DWG TrueConvert, DWG TrueView, DXF, EditDV, Education by Design, Extending the Design Team, FBX, Filmbox, FMDesktop, Freewheel, GDX Driver, Gmax, Heads-up Design, Heidi, HOOPS, HumanIK, i-drop, iMOUT, Incinerator, IntroDV, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), LocationLogic, Lustre, Maya, Mechanical Desktop, MotionBuilder, ObjectARX, ObjectDBX, Open Reality, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, Reactor, RealDWG, Real-time Roto, Render Queue, Revit, Showcase, SketchBook, StudioTools, Topobase, Toxik, Visual, Visual Bridge, Visual Construction, Visual Drainage, Visual Hydro, Visual Landscape, Visual Roads, Visual Survey, Visual Syllabus, Visual Toolbox, Visual Tugboat, Visual LISP, Voice Reality, Volo, and Wiretap.

The following are registered trademarks or trademarks of Autodesk Canada Co. in the USA and/or Canada and other countries: Backburner, Discreet, Fire, Flame, Flint, Frost, Inferno, Multi-Master Editing, River, Smoke, Sparks, Stone, Wire.

Automatic Duck and the duck logo are trademarks of Automatic Duck, Inc. All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC., DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Published by:

Autodesk, Inc.

111 McInnis Parkway

San Rafael, CA 94903, USA

Title: Autodesk Inferno, Autodesk Flame, Autodesk Flint 2008 Hot Keys Reference Guide

Document Version: 1

Date: September 11, 2007

contents

Contents

1	Introduction	1
	Summary	1
	Using Hot Keys	1
	How to Use This Guide	2
2	Global and Shared Hot Keys	3
	Summary	3
	Types of Hot Keys	3
	Global Hot Keys	3
	Shared Hot Keys	5
3	Module Hot Keys	13
	Summary	13
	Introduction	14
	Action	14
	Batch	19
	Batch Paint	23
	Batch Timeline	24
	Clip I/O	29
	Clip Library	30
	Colour Corrector	32
	Colour Warper	33
	Compositor	35
	Degrain	35

Desktop Reels	36
Difference	37
Distort	38
EDL	39
Filters	41
Garbage Masks	42
Keyer	44
LUT Editor	45
Modular Keyer (Flame and Inferno only)	46
Optics	49
Paint	49
Player	52
Project Management Menu	54
Regrain	54
Resize	54
Sparks	55
Stabilizer	55
Text	57
Warper	60

4 JLCooper Hot Keys 63

Summary	63
Introduction	63
Global	64
Shared	64
Action	66
Clip I/O (VTR)	66
Clip Management	67
EDL	67
Paint	68
Player	68
Stabilizer	69
Text	69
Warper	70



Introduction

Summary

Using Hot Keys	1
How to Use This Guide	2

Using Hot Keys

Use this document to look up hot keys used in Autodesk® Inferno®, Autodesk Flame®, and Autodesk Flint®.

Hot keys map your keyboard to commonly used functions. When you work with Inferno, Flame or Flint, you can use hot keys to accelerate navigation in the application, to apply effects to clips, as well as to edit objects and animation channels.

When you create a user from the Project Management menu, the hot keys for the default user are replicated to your user profile. This guide is a useful resource for looking up those default hot keys.

This guide is also available in online help. To access online help from anywhere in Inferno, Flame or Flint, press **CTRL+=**. For more information on accessing online documentation, refer to the user’s guide.

You can also use one of two online methods for looking up hot keys:

- Press **CTRL+ALT+F8** to open the Hot Key Editor. The Hot Key Editor displays global hot keys along with those for the current module. You can also click Hotkey Editor in the Preferences menu to display global and shared hot keys.
- If auto display of tooltips is enabled in the Preferences menu, hover over the button for which you want to determine the assigned hot key. If you have disabled the auto display of tooltips, press and hold **ALT+CTRL+SPACEBAR** and hover over the button. If a hot key exists for the button, it is displayed in the tooltip.

Using the Hot Key Editor, you can customize hot keys for your user profile or create new ones. The Hot Key Editor updates automatically to reflect your changes. For instructions on using the Hot Key Editor, see the chapter “Managing Hot Keys” in the user’s guide.

NOTE: Remember that the hot keys in this guide are the default hot keys specified for application release. If you modified your default user profile, or if you are working with a custom user profile, some of the hot keys may be different.

How to Use This Guide

There are three hot key domains: global, shared, and local.

Domain:	Is used for:
Local	Hot keys available only from a specific module or menu.
Shared	Hot keys available from several modules or menus.
Global	Hot keys available from anywhere in the application.

Global hot keys perform the same function no matter where you are in the application. These hot keys are listed in [“Global Hot Keys”](#) on page 3.

Many hot keys are shared by different modules. These include the hot keys for Undo/Redo, playback controls, and file browser navigation. These hot keys are listed in [“Shared Hot Keys”](#) on page 5. However, if only a few of the hot keys are shared or are used in a unique way, they may be listed with the module’s hot keys in [Chapter 3, “Module Hot Keys.”](#) on page 13.

Local hot keys, starting from [“Action”](#) on page 14, are listed for each module, and the modules are listed alphabetically. If a module uses shared hot keys, you are referred to the appropriate sections.

Finally, if you are using the JLCoooper (MIDI) device, you can look up hot keys in [Chapter 4, “JLCoooper Hot Keys.”](#) on page 63.

Global and Shared Hot Keys



Summary

Types of Hot Keys	3
Global Hot Keys	3
Shared Hot Keys	5

Types of Hot Keys

Use global hot keys from anywhere in the application. Use shared hot keys to perform the same task in different modules.

Global Hot Keys

These hot keys work anywhere in the application.

Window Management

Use these hot keys to control shell priority.

Press:	To:
ALT+F1 (IRIX® only)	Bring the application interface to the foreground NOTE: The cursor must be over the application's user interface.
ALT+F2 (IRIX) ALT+TAB (Linux®)	Bring the shell in which the application was launched to the foreground
ALT+F3 (IRIX only)	Send the application interface or active shell to the background
ALT+F9 (IRIX only)	Minimize the application window or active shell

User Interface

Use these hot keys to set user interface parameters.

	Press:	To:
New	CTRL+ALT+F6	Open the Preferences menu
New	CTRL+ALT+F7	Access a log of system messages for the current session
New	CTRL+ALT+F8	Open the Hot Key Editor
	CTRL+ = (EQUAL SIGN)	Display online help
	CTRL+ALT+T	Toggle timecode display mode
	CTRL+ALT+B	Toggle bold font for user interface
	CTRL+ALT+K	Toggle the on-screen keyboard
	CTRL-CLICK	Reset numeric field to default value
	CTRL+ALT+S	Toggle snap to grid
	F11	Toggle the Background I/O menu
	SHIFT+A+S+INS	Dump Address space into shell HINT: You must press the keys in the order listed.
	SHIFT+CTRL+' (ON THE TILDE KEY)	(Flame and Inferno only) Toggle graphics LUT/3D LUT

Confirming

Use these hot keys to confirm manually, automatically, or to override the need to confirm.

	Press:	To:
	ENTER	Confirm
	ALT-CLICK	Execute a function without having to confirm NOTE: For example, to exit the application without having to confirm, ALT -click the Exit button in the Setup menu.
	ESC	Abort confirm

Peripherals

Use these hot keys to initialise system peripherals.

	Press:	To:
	SHIFT+B+INS	Toggle audio sync between broadcast and high-resolution monitors
	SHIFT+I+INS	Initialise the JLCoper (MIDI) device
	SHIFT+M+INS	Initialise the mouse
	SHIFT+T+INS	Initialise the tablet

Monitor Display Options

The following hot keys correspond to graphics monitor display options. In the default display mode, these hot keys correspond to the gamma options in the Preferences menu. These options can include gamma values or custom monitor LUTs.

In 3D LUT display mode (Flame and Inferno only), these hot keys correspond to entries under the 3D LUT keyword section of the software initialisation configuration file.

Press:	To select:
CTRL+SHIFT+1	First option in the Gamma box
CTRL+SHIFT+2	Second option in the Gamma box
CTRL+SHIFT+3	Third option in the Gamma box
CTRL+SHIFT+4	Fourth option in the Gamma box
CTRL+SHIFT+5	Fifth option in the Gamma box
CTRL+SHIFT+6	Sixth option in the Gamma box
CTRL+SHIFT+7	Seventh option in the Gamma box
CTRL+SHIFT+8	Eighth option in the Gamma box
CTRL+SHIFT+9	Ninth option in the Gamma box
CTRL+SHIFT+0	Tenth option in the Gamma box
CTRL+SHIFT+' (on the TILDE key)	System gamma or 3D LUT display mode
CTRL+SHIFT+T	Toggle 3D LUT between quick mode and quality mode

Debug and Utility

Use this hot key only when advised by Autodesk Media and Entertainment Customer Support.

Press:	To:
SHIFT+V+INS	Toggle debug video

Exiting

Use these hot keys to exit the application.

Press:	To:
ALT+F12	Exit the application (with confirm on IRIX)
SHIFT+INS	Exit the application (no confirm)

Shared Hot Keys

These hot keys are shared by different modules. If a module uses shared hot keys, you are referred to the appropriate section(s).

Channel Editor

Use these hot keys to set edit modes, modify keyframes, and view channels. These hot keys also apply to the Universal Channel Editor in Batch.

Edit Modes

Use these hot keys to set the edit modes available in the Channel Editor.

Press:	To switch to:
A	Add mode
B	Break mode
D	Delete mode
M	Move mode
ALT+P	Pan mode
S	Select mode
T	Translate mode where you can drag over the Channel Editor to move the entire selected curve HINT: Similar to Move mode, except you cannot constrain movement along the X-, Y-, or Z-axis.
ALT+U	Auto mode HINT: With Auto mode selected, click the vertex's tangent handle to reset it to its default position. You can also reset broken tangent handles.
Z	Zoom mode
C	Rectangular Zoom mode
Q-CLICK	Priority Pick mode
G-DRAG	Gestural Move mode

Animating

Use these hot keys to animate channels and apply expressions.

Press:	To:
K	Set a keyframe at the current frame
DEL	Delete the keyframe at the current frame
CTRL+C	Copy the keyframe
CTRL+V	Paste the keyframe
SHIFT+SPACEBAR-CLICK	Paste copied keyframes at the current frame of the positioner
CTRL+X	Delete the entire channel HINT: You cannot paste deleted channels.
TAB	Frame the current channel
CTRL+TAB	Frame all channels
CTRL+F	Select keyframe range
CTRL+SHIFT+F	Select multiple keyframe ranges
SHIFT+TAB	Expand and frame keyframe selection
ALT+Z	Reverse the track snap behaviour for keyframes when dragging a track

Press:	To:
CTRL+L	Link the channel
]	Display the Expression field so that you can apply an expression to the selected channel
SHIFT-CLICK	Select or deselect a keyframe or channel in the animation curve window
CTRL-CLICK	Select multiple keyframes using a selection box on the animation curve HINT: Select mode must be selected in the Edit Mode box.
CTRL+SHIFT-CLICK	Toggle the current selection box
CTRL-DRAG	Perform a Lasso selection on the animation curve HINT: Select mode must be selected in the Edit Mode box.
ALT-CLICK	Reset a tangent handle for a keyframe in the animation curve window
ALT+CTRL-DRAG	Snap animation vertically at intervals of 10
ALT-DRAG	Snap keyframes to an integer when dragging vertically
SHIFT-CLICK	Paste a selection in the channel hierarchy
SHIFT+SPACEBAR-DRAG	Paste and offset a selection

Navigation and Channel Viewing

Use these hot keys to view and move through channels.

Press:	To:
ALT+RIGHT ARROW	Go to next keyframe
ALT+LEFT ARROW	Go to previous keyframe
TAB	Frame the selected channel from first to last keyframe
CTRL+TAB	Frame all displayed channels
CTRL+CLICK FRAME CHN BUTTON	Frame the currently selected channel and scroll the corresponding folder to the top of the channel hierarchy HINT: If no channel is selected, the channel hierarchy is scrolled to the top folder.
CTRL-CLICK (FOLDERS)	Scroll through channel names in the channel hierarchy
ALT-CLICK (FOLDERS)	Expand or collapse all channels in the channel hierarchy
SPACEBAR-DRAG	Pan in the Channel Editor
, (COMMA)	Enable or disable the Animated option to affect animated channels with the Expansion and Show/Hide boxes when the Filter controls are displayed

Press:	To:
. (PERIOD)	Enable or disable the selected option to affect animated channels with the Expansion and Show/Hide boxes when the Filter controls are displayed
/	Toggle Autoframe between None and last selected option (All, Animated, or Selected)

Multiple Views

Action, Batch, Colour Corrector, Colour Warper, Distort, and Modular Keyer (Flame and Inferno only) support up to four viewports and a split bar. Use these hot keys to set viewports, assign views to each viewport, and control the split bar in the image window.

Press:	To:
ALT+1	Set the view layout to one viewport
ALT+2	Set the view layout to two viewports
ALT+3	Set the view layout to three viewports
ALT+4	Set the view layout to four viewports
ALT-CLICK (ON VIEWPORT DIVIDER)	Reset current layout
CTRL-CLICK (ON VIEWPORT DIVIDER)	Resize all images to their viewports
CTRL-DRAG (ON VIEWPORT DIVIDER)	Dynamically resize all images to their viewports
F1	Set the selected viewport to Front view
F2	Set the selected viewport to Back view
F3	Set the selected viewport to Matte view
F4	Toggle the selected viewport between Out Matte and Result view
CTRL+B	Toggle the split bar
CTRL+S	Toggle the split bar when the Setup menu is displayed
CTRL-CLICK	Show or hide the split bar
CTRL-CLICK	Reset the split bar to its original position by CTRL-clicking the pivot point
ALT+SHIFT-CLICK	Park the pivot point under the cursor
CTRL+G	Store the current clip display (above the split bar) in the reference buffer
SHIFT+CTRL+G	Store and append the current clip display (above the split bar) to other frames stored in the reference buffer
SHIFT+CTRL+PAD4	Display the previous frame stored in the reference buffer
SHIFT+CTRL+PAD6	Display the next frame stored in the reference buffer

Press:	To:
CTRL+NUM PAD 5	View the most recently stored or selected frame in the reference buffer HINT: To view the previous or next frame in the buffer, press NUM PAD 4 or NUM PAD 6 while holding CTRL+NUM PAD 5 .
F5	Switch to the Channel Editor if active viewport is showing anything other than the Channel Editor, and if the active viewport is displaying the Channel Editor, cycle through Channel Editor view options

File Browser

You access the file browser when importing images and audio files, loading setups, EDLs, and more.

Navigating the File System

Press:	To move:
CTRL+PAGE UP	The directory list one page up
CTRL+PAGE DOWN	The directory list one page down
CTRL+UP ARROW	The directory list one line up
CTRL+DOWN ARROW	The directory list one line down
PAGE UP	The file list one page up
PAGE DOWN	The file list one page down
UP ARROW	The file list one line up
DOWN ARROW	The file list one line down

Viewing and Selecting Files

Press:	To:
T	Switch to Titles view
P	Switch to Proxies view (hides directory list)
SHIFT-CLICK	Add range of entries to selection
CTRL-CLICK	Select an entry in the files list without automatically exiting the file browser HINT: Use this hot key to import multiple files in a single session.

Image Window Controls

Use these hot keys to modify the position and zoom factor of the image window as well as monitor and control clip playback and navigation.

Image Window Position and Zoom

	Press:	To:
	CTRL+UP ARROW	Zoom in
	CTRL+DOWN ARROW	Zoom out
	CTRL+SHIFT+UP ARROW	Nudge image window up
	CTRL+SHIFT+DOWN ARROW	Nudge image window down
	CTRL+SHIFT+LEFT ARROW	Nudge image window left
	CTRL+SHIFT+RIGHT ARROW	Nudge image window right
New	CTRL+SPACEBAR-DRAG	Pan image window
	HOME	Toggle between current and default pan and view settings
	CTRL-CLICK (HOME BUTTON)	Frame the current image in the view
	ALT-DRAG	Move the centre of the axis of the selected object in the image window

Image Window Playback Controls

	Press:	To:
	CTRL+LEFT ARROW	Go to beginning NOTE: In the Text module, use CTRL+SHIFT+LEFT ARROW
	CTRL+RIGHT ARROW	Go to end NOTE: In the Text module, use CTRL+SHIFT+RIGHT ARROW
	ALT+[Go to in point
	ALT+]	Go to out point
	ALT+LEFT ARROW	Go to previous keyframe when the channel or channels with the keyframes are selected in the Channel Editor (the Channel Editor does not have to be displayed)
	ALT+RIGHT ARROW	Go to next keyframe when the channel or channels with the keyframes are selected in the Channel Editor (the Channel Editor does not have to be displayed)
	LEFT ARROW	Step backward
	RIGHT ARROW	Step forward
	ENTER	Play clip NOTE: In the Text module, use CTRL+ENTER
	SHIFT+ENTER	Play clip backward NOTE: In the Text module, use CTRL+SHIFT+ENTER
	SPACEBAR	Stop playback (forward or backward)
	CTRL+SHIFT	Scrub all audio tracks
	CTRL-DRAG	Scrub audio
	CTRL+SHIFT-DRAG	Scrub audio at any speed between -100% and 100% of real time

Press:	To:
SHIFT+S+INS	Toggle proxy Player dominance between field 1 and field 2
CTRL+S+INS	Toggle full-resolution Player dominance between field 1 and field 2

Edit Modes

Use these hot keys to create, animate, view, and modify objects defined by vertices such as garbage masks, surfaces in Action, and warp/morph lattices. Many of these hot keys are also used to set the edit mode when modifying animation channels in the Channel Editor.

NOTE: Mode availability is dependent on the module. Hints pertaining to edit modes in specific modules are available in [Chapter 3, "Module Hot Keys,"](#) on page 13.

Press:	To switch to:
A	Add mode
D	Delete mode
B	Break mode
M	Move mode
S	Select mode
T	Translate mode
ALT+U	Auto mode
ALT+P	Pan mode
Z	Zoom mode
C	Rectangular Zoom mode
G	Magnet mode
P	Parent mode
O	Orbit mode
R	Rotate mode
X	XScale mode or scale mode (depending on the module) HINT: Drag over the first or last keyframe or a channel to scale it along the X-axis.
Y	YScale mode HINT: Drag over any keyframe to scale its channel along the Y-axis, relative to the selected keyframe.

Colour Picker

Use this hot key when using the colour picker from a module.

Press:	To:
SHIFT-CLICK	Pick a colour from an image without opening the colour picker HINT: To pick a colour, SHIFT -click a colour pot and then sample the image.

Undo/Redo

The following modules support multiple levels of undo: Action, Batch, Colour Warper, Distort, Modular Keyer (Flame and Inferno only), and Text. All other modules support one level of undo.

Press:	To:
CTRL+Z	Undo
CTRL+R	Redo

Module Hot Keys



Summary

<u>Introduction</u>	14
<u>Action</u>	14
<u>Batch</u>	19
<u>Batch Paint</u>	23
<u>Batch Timeline</u>	24
<u>Clip I/O</u>	29
<u>Clip Library</u>	30
<u>Colour Corrector</u>	32
<u>Colour Warper</u>	33
<u>Compositor</u>	35
<u>Degrain</u>	35
<u>Desktop Reels</u>	36
<u>Difference</u>	37
<u>Distort</u>	38
<u>EDL</u>	39
<u>Filters</u>	41
<u>Garbage Masks</u>	42
<u>Keyer</u>	44
<u>LUT Editor</u>	45
<u>Modular Keyer (Flame and Inferno only)</u>	46
<u>Optics</u>	49
<u>Paint</u>	49
<u>Player</u>	52
<u>Project Management Menu</u>	54
<u>Regrain</u>	54
<u>Resize</u>	54
<u>Sparks</u>	55

Stabilizer	55
Text	57
Warper	60

Introduction

Module, or local, hot keys are available only from a specific module or menu. In this chapter, modules and their hot keys are listed in alphabetical order for quick reference.

Action

Use these hot keys while building composites in Action. For hot keys that Action shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Multiple Views”](#) on page 8
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Multiple Views

In addition to the shared multiple views hot keys described in [“Multiple Views”](#) on page 8, these hot keys are specific to the Action module.

Press:	To:
SHIFT+1	Set the selected viewport to Result view HINT: Shows the scene viewed from the camera.
SHIFT+2	Set the selected viewport to Front view (from behind the default camera position) HINT: Do not confuse this with Media Front view (see hot key 7 in this table).
SHIFT+3	Set the selected viewport to Side view
SHIFT+4	Set the selected viewport to Top view
5	Set the selected viewport to Schematic view
6	Set the selected viewport to Source view
7	Set the selected viewport to Media Front view HINT: Displays the front clip for the media selected in the Media list. You cannot modify the clip or media in this view.

Press:	To:
8	Set the selected viewport to Media Matte view HINT: Displays the matte clip for the media selected in the Media list. You cannot modify the clip or media in this view.
0	Set the selected viewport to the Media list
I	Toggle the display of icons (object axes and control points)

Schematic Editing

Use these hot keys to create and modify the schematic of an Action composite. Some of these hot keys also have functions for editing objects and animation channels. To alter the view of your schematic, use the hot keys listed in [“Image Window Position and Zoom”](#) on page 10.

Press:	To:
' (ON THE TILDE KEY)	Toggle between Schematic and current view
CTRL+C	Copy the selected node
CTRL+X	Delete selected nodes HINT: You cannot paste deleted nodes.
SHIFT-DRAG	Enable Autolink to set a node as the parent node when you swipe it across other nodes
ALT+SHIFT-DRAG	Enable Autolink to set a node as the parent node when you swipe it with another node
CTRL+D-HOLD	Temporarily display dependent nodes only
CTRL+SHIFT-DRAG	Rectangle select multiple nodes in Schematic view
New SHIFT+W-DRAG	Create a Duplicate link between two nodes
New ALT+SHIFT+W-DRAG	Create an inverted direction Duplicate link
New CTRL+ALT+W-DRAG	Remove a Duplicate link associated to node
H	Hide/unhide selected nodes HINT: Hidden nodes cannot be seen in Perspective view.
TAB	Cycle the selection to the next node HINT: This hot key also works in Perspective view.
SHIFT+TAB	Cycle the selection to the previous node HINT: This hot key also works in Perspective view.

Edit Modes

Use these hot keys to switch to different edit modes.

Press:	To switch to:
A	Add mode
B	Break mode

	Press:	To switch to:
	C	Rect Zoom mode
	D	Delete mode
	G	Magnet mode HINT: Use Magnet mode to select a circular range of vertices. The further a vertex is from the centre of the circular selection, the less it is affected by the gestural move.
	CTRL+S-DRAG	Set Magnet scale HINT: With Magnet mode selected, press CTRL+S and then drag to set the size of the magnet's circular selection.
	L	Lighting mode HINT: With Lighting mode selected, drag from a light node to an image surface to specify the surfaces affected by a given light.
	M	Move mode HINT: You can parent nodes in Move mode by holding the cursor over the edge of the node. When the parenting arrow cursor appears, drag from the node to another.
	O	Orbit mode HINT: Use Orbit mode to change the position of the camera relative to the point of view of the camera.
	P	Parent mode
	ALT+P	Pan mode HINT: This moves the camera and the point of interest simultaneously. Pan camera left or right, up or down. Do not confuse panning the camera with panning the image window entirely (see "Image Window Controls" on page 9). This hot key is not available in the schematic.
	R	Rotate mode HINT: With Rotate mode selected, click an axis icon in Perspective view. When the rotation trackball appears, drag over the axis icon to rotate the associated object. If you begin dragging over the X-, Y-, or Z-axis trackball rings, the rotation is constrained to that axis.
New	ALT+R	Re-entry mode
	S	Select mode
	ALT+S	Scale mode
	T	Translate mode HINT: Similar to Move mode, except you cannot constrain movement along the X-, Y-, or Z-axis.
	U	Auto mode
New	W	Duplicate mode

Press:	To switch to:
X	Xscale mode
Y	Yscale mode
Z	Zoom mode

Selecting Vertices

Use these hot keys to select vertices.

Press:	To:
SHIFT-CLICK	Toggle selection of vertices
CTRL-DRAG	Draw a selection box
CTRL+SHIFT-DRAG	Add boxed selection to current selection HINT: If you CTRL+SHIFT-DRAG over already selected vertices, their selection state is toggled off.
SHIFT-DRAG	Resize the crop box with all four control points moving proportionally with respect to one another (must be in Media Front or Media Matte view)
ALT-DRAG	Resize the crop box softness only (must be in Media Front or Media Matte view)
SHIFT+ALT-DRAG	Resize the crop box softness box with all four control points moving proportionally with respect to one another (must be in Media Front or Media Matte view)

Moving Axes

Use this hot key to move axes in the image window.

Press:	To:
HOLD Q-CLICK	Cycle through the axes
SHIFT-DRAG	Move an axis in any direction (unconstrained)

Camera and Lighting Options

Use these hot keys in the Camera or Light menu.

Press:	To:
ALT-DRAG	Set the point of interest in the Camera menu (Camera, Top, Side, and Front views only)
ALT-CLICK	Unlight an object in the Light menu

Media List Navigation and Modification

In the Media menu, use the Media list to select media for keying, colour correction, blurring, displacement, and more. Use these hot keys to move quickly from media to media, and to set some media effects efficiently.

Press:	To:
PAGE DOWN	Go to the next page (down)
PAGE UP	Go to the previous page (up)
DOWN ARROW	Scroll down one line
UP ARROW	Scroll up one line
HOME	Go to the beginning of the Media list
END	Go to the end of the Media list
CTRL-CLICK	Select multiple media lines in the Priority Editor list or Media list HINT: You can also use the tablet pointer button.
SHIFT-CLICK	Select a range of media in the Priority Editor list or Media list
SPACEBAR-CLICK	Drag and drop in the Priority Editor
ALT-DRAG	Set Front and Matte slip equally by ALT-dragging in the F slip or M slip field HINT: When you release the cursor, the value is applied to both fields.
F	Toggle the Matte media display on/off
CTRL+ALT-CLICK	Reset a field
DOUBLE-CLICK	Toggle on/off a Gaussian, Divide, or Crop feature
SHIFT-DOUBLE-CLICK	Toggle on/off all selected Gaussian, Divide, or Crop features
CTRL+SHIFT-CLICK	Set a keyframe during a slip operation
ALT-DOUBLE-CLICK	Enter the non-default keyer (Keyer or Modular Keyer). Flame and Inferno only.
ALT+SHIFT-CLICK	Set a keyframe on both the matte and front clip during a slip operation
ALT-DRAG	Blur X- and Y-axes proportionally when applying a Gaussian blur by dragging in the X or Y field
CTRL-CLICK	Add a Layer node to an Action node in the Batch schematic by CTRL-CLICKING the Add button

Reset All

Use these hot keys while clicking the Reset All button in the Setup menu.

Press:	To:
CTRL-CLICK	Reset all parameters once confirmed. All nodes and media are deleted except Background.
ALT-CLICK	Reset all parameters without confirmation. Nodes and media are not deleted.
ALT+CTRL-CLICK	Reset all parameters without confirmation. All nodes and media are deleted except Background.

Output Resolution

Use these hot keys to set image resolution.

Press:	To:
CTRL+P	Toggle the Use Proxies button in the Setup menu
SHIFT+P	Toggle between All Media and Full Res Media options in the box that appears below the Use Proxies button (when enabled).

Batch

Use these hot keys while assembling process trees in Batch. For hot keys that Batch shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Multiple Views”](#) on page 8
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12
- [“Tracer Garbage Masks”](#) on page 43
- [“Colour Warper”](#) on page 33

Views

In Batch, you assemble a schematically represented process tree. While adding, assembling, and modifying the nodes in your process tree, you can monitor the clips for the current node using the following hot keys.

Press:	To:
F1	Display the Front view
F2	Display the Back view
F3	Display the Mate view

	Press:	To:
	F4	Display the Result/Result Matte view
	F5	View the Universal Channel Editor
New	F7	Display the Source view
New	F8	Display the Record view
	F12	Cycle through options in the Audio Reference box
	CTRL+ESC	Toggle between the schematic and node bars view and the current view
	CTRL+TAB	Toggle between node bars and the selected node menu
	CTRL+W	Toggle between Widget Sel and Widget All in View
	1	View the result of the node marked as Context1
	2	View the result of the node marked as Context2
New	ALT+SHIFT+1	View the main level context
New	ALT+SHIFT+2	View the level-up context
	SHIFT+1	Play the result audio marked as Context1
	SHIFT+2	Play the result audio marked as Context2
	' (ON THE TILDE KEY)	Toggle between the current view and Schematic view
	ESC	Toggle between the current view and Batch Schematic view
	3	Toggle to indirect view
	ALT+1	Set the view layout to one viewport
	ALT+2	Set the view layout to two viewports
	ALT+3	Set the view layout to three viewports
	ALT+4	Set the view layout to four viewports

Viewing Images

Use these hot keys to view the image as a greyscale image or as a combination of its red, green, and blue channels. The channels are set in the Batch Setup menu.

	Press:	To:
	SHIFT+R	Enable the R button in the Batch Setup menu (to display the red channel only) HINT: By default, the Ex button is also enabled so that the red channel is viewed in greyscale.
	SHIFT+G	Enable the G button in the Batch Setup menu (to display the green channel only) HINT: The Ex button is also enabled so that the green channel is viewed in greyscale.

Press:	To:
SHIFT+B	Enable the B button in the Batch Setup menu (to display the blue channel only) HINT: The Ex button is also enabled so that the blue channel is viewed in greyscale.
SHIFT+Z	Enable the R, G, and B buttons in the Batch Setup menu (to display the image in RGB) HINT: The Ex button cannot be enabled when more than one channel is enabled.
SHIFT+X	Toggle the Ex button in the Batch Setup menu HINT: When the Ex button is enabled, only one channel is enabled and is viewed in greyscale. When the Ex button is disabled, the channel is viewed in colour.

Notes

Use these hot keys to cut, copy, and paste the content of notes. You can also view notes or modify how they are displayed in the schematic work area.

Press:	To:
CTRL+A	Select all of the content in a note
CTRL+C	To copy the selected content
CTRL+V	To paste the copied content
CTRL+X	To delete selected content
V-ROLLOVER	Temporarily display a clip or node's note beneath the cursor
CTRL+SHIFT-V	Expand all notes for the current selection in schematic work area
CLICK X at top left corner	Close the note in the schematic

Edit Modes

Use these hot keys to set additional edit modes available in Batch. The options in the Edit Mode box depend on the selected node.

Press:	To switch to:
M	Move mode HINT: You can parent nodes in Move mode by holding the cursor over the edge of the node. When the parenting arrow cursor appears, drag from the node to another.
T	Translate mode, where you can drag over the Channel Editor to move an entire selected curve HINT: Similar to Move mode, except you cannot constrain movement along the X-, Y-, or Z-axis.

Marking Clips

Use these hot keys to add and remove in points, out points, and cue mark when a clip node is selected.

Press:	To:
[Set the in point at the current frame
]	Set the out point at the current frame
' (ON THE TILDE KEY)	Set in and out points that match the boundaries of the current segment
\	Add a cue mark
SPACEBAR+[Clear the in point
SPACEBAR+]	Clear the out point
SPACEBAR+[+]	Clear in and out points
SPACEBAR+\	Clear cue mark at current frame
CTRL+SPACEBAR+\	Clear all cue marks

Schematic Editing

Use these hot keys to quickly assemble process trees and monitor process tree results.

Press:	To:
SHIFT-DRAG	Enable Autolink features: Smart link — Parent a node by swiping it across another node. Smart drop — Drop a node on a link between two nodes. The node is automatically linked with the child and parent nodes. Smart delete — Drag a node off the desktop, or click it while in Delete mode to delete it without a confirmation message. If possible, the remaining child and the parents of the deleted node are linked.
ALT+CTRL-CLICK	Use smart unlink to remove a node from a process tree and relink remaining nodes if possible
ESC	Exit a group and return to the schematic (only available when you press E to edit a group)
CTRL+C	Copy selected node, branch, or tree
E	Edit current node HINT: When you add a node representing an independent module, press E to enter that module. This is the same as clicking Edit in the Batch menu of the node.
CTRL+X	Delete selected node(s) HINT: You cannot paste deleted nodes.
CTRL+D-HOLD	Temporarily display dependent nodes only
P	Switch to Parent mode

Press:	To:
CTRL-CLICK	Add a Layer node to the selected Action node in the Batch schematic by CTRL-clicking the Add button
T-CLICK	Load the keycode from a clip to the Burn-In node in Batch. You must first select the Burn-In node, then T-click the clip whose keycode you want to burn in. NOTE: Applies to Flame and Inferno only.
ALT-DRAG	Set the camera's point of interest
(EQUAL SIGN)-CLICK	Set Context HINT: You can set two context points in Batch.
F10-CLICK	Set Audio Context
U	Update selected nodes HINT: Press U to process selected nodes. You only have to update nodes when Auto-Update is disabled in the Setup menu.
R-CLICK	View result of node
(MINUS SIGN)-CLICK	Bypass node output
CTRL+F6	Display source marks
CTRL+F5	Display record marks
T-CLICK	Perform one of the following: <ul style="list-style-type: none"> • When performing T-click on a processing node, set timecodes from a clip to the output node • When performing a T-click on a Burn-in Timecode node, apply the clip attributes to the output node HINT: T-click the result tab of a node to view a proxy representation of the node's output.
CTRL-CLICK	Set clip as record clip

Batch Paint

Use these hot keys when working in Batch Paint. For other Batch hot keys, see [“Batch”](#) on page 19.

	Press:	To:
	F1	View the Front clip
New	F1+F1	View the Source Front clip
	F3	View the Matte clip
New	F3+F3	View the Source Matte clip
	F4	View the Result clip
New	F4+F4	View the Output Matte clip
	Esc	Toggle between the schematic and the current view

	Press:	To:
New	CTRL+CLICK Add button	Add a Source Node
	H	Hide strokes
	TAB	Display the Show button
New	CTRL+SHIFT +drag	Offset the reference image
	S +drag right	Increase the brush size
	S +drag left	Decrease the brush size
New	ALT+SPACEBAR +drag	Rotate the canvas
	D	Switch to Delete mode
	Q	Switch to Paint mode
	M	Switch to Move mode
	W	Switch to Clone mode
	Y	Switch to Recursive Clone mode
	E	Switch to Reveal mode
	R	Switch to Blur mode
	S	Switch to Smear Mode
	S-DRAG	Resize the brush
	SPACEBAR	Commit strokes to the undo stack

Batch Timeline

Use these hot keys while editing sequences of source clips in the Batch timeline. For hot keys that the Batch timeline shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Timeline Modes

Use these hot keys to set modes in the timeline.

	Press:	To toggle:
	ALT+L	Lock mode
	ALT+M	Timeline Snap mode
	ALT+R	Ripple mode
	ALT+T	Trim mode

Press:	To toggle:
SHIFT+T	Timecode display in the timeline
CTRL+ALT+T	Timecode display in the Playback controls

Information Display

Use this hot key to display information about elements in the timeline.

Press:	To:
ALT-CLICK	Display information about an element in the timeline HINT: You can ALT-click a segment, dissolve, cue mark, or segment mark to display information.

Editing

Use these hot keys to edit the timeline.

Press:	To:
ALT+SHIFT-DRAG	Copy a clip to the timeline or copy an element from the timeline to the Batch schematic
CTRL+SHIFT-DRAG	Move a clip from the Batch schematic to the timeline
CTRL+F6	Display source clip marks in the timebar
CTRL+F5	Display record clip marks in the timebar
T-CLICK	Set timecodes from a clip
CTRL-CLICK (RECORD/ SOURCE TIMELINE BUTTON)	Toggle the currently selected clip in the timeline between Source and Record mode
I	Perform an insert edit
R	Perform a replace edit (replaces a segment in the timeline with material from another clip without changing the sequence duration)
SHIFT+R	Perform a ripple edit (replaces a segment in the timeline with material from another clip and ripples the track, which may change the sequence duration)
O	Perform an overwrite edit without maintaining gaps between segments in the source material
SHIFT+O	Perform an overwrite edit and maintain gaps between segments in the source material
A	Perform an append edit
X	Extract an element, or part of an element, from the timeline and place it in the Batch schematic (the sequence ripples to fill the gap)
SHIFT+X	Extract and delete an element or part of an element from the timeline (the sequence ripples to fill the gap)

	Press:	To:
	L	Lift an element or part of an element from the timeline and place it in the Batch schematic (the sequence does not ripple, leaving a gap)
	SHIFT+L	Delete an element or part of an element from the timeline (the sequence does not ripple, leaving a gap)
New	S	Swap segments in the timeline
	CTRL+M	Match the selected segment with its source clips
	CTRL+SHIFT+M	Cycle the match search location
	DEL	Create a cut on the current track at the current frame
	SHIFT+DEL	Create a cut on all tracks at the current frame
	CTRL+DEL	Remove a cut (match frame edit) at the current frame from the current track, if possible
	END	Create a dissolve on the current track at the current frame
	SHIFT+END	Create a dissolve on all tracks at the current frame
	CTRL+E	Create an edit sync group
	E+SPACEBAR	Remove an edit sync group
	SHIFT+E	Clear edit sync offsets
	CTRL+SHIFT+E	Resync an edit sync group
	CTRL+ALT	Show the calculator when trimming
	,+RIGHT ARROW	Trim current segment head to the right
	,+LEFT ARROW	Trim current segment head to the left
	,+[Trim current segment head to in point
	,+]	Trim current segment head to out point
	SPACEBAR+, (COMMA)	Trim head to positioner
	.+RIGHT ARROW	Trim tail to the right
	.+LEFT ARROW	Trim tail to the left
	.+[Trim tail to in point
	.+]	Trim tail to out point
	SPACEBAR+. (PERIOD)	Trim tail to positioner
	;+RIGHT ARROW	Slide selected transition to the right
	;+LEFT ARROW	Slide selected transition to the left
	;+[Slide selected transition to in point
	;+]	Slide selected transition to out point
	;+SPACEBAR	Slide selected transition to the positioner HINT: You must press ; before you press SPACEBAR.
	/+RIGHT ARROW	Slide selected segment to the right
	/+LEFT ARROW	Slide selected segment to the left

Press:	To:
ALT+/+RIGHT ARROW	Slip selected segment to the right
ALT+/+LEFT ARROW	Slip selected segment to the left
CTRL+T	Create a timewarp on selected segment

Working with the Timeline

Use these hot keys to zoom, change focus, and navigate the timeline.

Press:	To:
SHIFT+F6	Display the source clip in the timeline
SHIFT+F5	Display the record clip in the timeline
F12	View video while playing current audio HINT: Press F12 to toggle the audio source between Audio Context1, Audio Context2, the source clip, the record clip, and the current clip.
N	Go to next transition on current track
SHIFT+N	Go to next transition on any track
B	Go to previous transition on current track
SHIFT+B	Go to previous transition on any track
CTRL+\	Go to next cue mark
CTRL+SHIFT+\	Go to next track segment mark
ALT+\	Go to previous cue mark
ALT+SHIFT+\	Go to previous track segment mark
ALT+CTRL+LEFT ARROW	Go to start of current track
ALT+CTRL+RIGHT ARROW	Go to end of current track
ALT+[Go to in point
ALT+]	Go to out point
CTRL+[Go to beginning of current element
CTRL+]	Go to end of current element
SHIFT+D	Toggle duration constraint
TAB	Toggle track V1 lock
Q	Toggle track A1 lock
W	Toggle track A2 lock
UP ARROW	Move the focus up one track
DOWN ARROW	Move the focus down one track
CTRL+HOME	Set the zoom to the default setting
SPACEBAR-DRAG	Pan the timeline
SHIFT+SPACEBAR-DRAG	Horizontally zoom the timeline
CTRL+SPACEBAR-DRAG	Set the zoom by drawing a selection box

Marking the Timeline

Use these hot keys to add and remove in points, out points, cue marks, and segment marks.

	Press:	To:
	[Set the in point at the current frame
]	Set the out point at the current frame
	' (ON THE TILDE KEY)	Set in and out points that match the boundaries of the current segment
	\	Add a cue mark
	SHIFT+\	Add a segment mark
	SPACEBAR+[Clear the in point
	SPACEBAR+]	Clear the out point
	SPACEBAR+[+]	Clear in and out points
	SPACEBAR+\	Clear cue mark at current frame
	SHIFT+SPACEBAR+\	Clear cue mark in a segment
	CTRL+SPACEBAR+\	Clear all cue marks

Selecting

Use these hot keys to select elements in the timeline.

	Press:	To:
	Click	Select an element
New	CTRL+#	Select a soft effect on the timeline
	CTRL+SHIFT+S-DRAG	Select multiple elements using a selection box
	ALT-CLICK	Unselect all tracks by ALT-clicking the grid scale indicator HINT: To select all tracks, click the grid scale indicator
	CTRL+' (ON THE TILDE KEY)	Select the area between in and out points on the current track
	CTRL+SHIFT+' (ON THE TILDE KEY)	Select the area between in and out points on all tracks
	CTRL-DRAG	Select and drag the current timewarp effect HINT: To display the timewarp effect on a video segment, drag down over the V1 track identifier, on the left side of the timeline. This will expand the video track and show additional information. You can then CTRL-drag an existing timewarp effect to one or several selected segments.

Audio

Use these hot keys to work with audio.

Press:	To:
CTRL-DRAG (POSITIONER)	Fast scrub audio HINT: Click and hold the scrub bar at the location in the timeline where you want to scrub the audio. You can then CTRL -drag to scrub audio.
CTRL+SHIFT-DRAG	Scrub audio at any locked speed between -100% and 100% of real time HINT: Click and hold the scrub bar at the location in the timeline where you want to scrub the audio.
SHIFT-DRAG (SEGMENT)	Trim audio on a sub-frame level
ALT+SHIFT+/-DRAG (SEGMENT)	Slip audio on a sub-frame level

Clip I/O

Use these hot keys while inputting and outputting clips using a VTR. You can also drag over the image window to jog the VTR.

Shuttle and Playback

Press:	To:
HOME	Rewind
- (MINUS SIGN)	Play backward
DOWN ARROW	Step backward 10 frames
LEFT ARROW	Frame-step backward
SPACEBAR	Stop playback (backward or forward)
RIGHT ARROW	Frame-step forward
UP ARROW	Step forward 10 frames
ENTER	Play forward
END	Fast forward

Cueing, Logging, and Capturing

Press:	To:
I	Mark in point
O	Mark out point
Q	Cue VTR to in point
W	Cue VTR to out point
L	Log for batch capture session
CTRL-CLICK	Access the Output Clip module to output in assemble mode

Press:	To:
CTRL+P	Output in assemble mode from the Output Clip module
P	Process

Clip Library

Use these hot keys when accessing clips on the framestore using the Clip Library menu.

Browsing Clip Libraries

Use these hot keys to navigate the list of clips in clip libraries.

Press:	To:
HOME	Go to the top of the clip library
END	Go to the bottom of the clip library
PAGE UP	Scroll the clip library list one page up
PAGE DOWN	Scroll the clip library list one page down
DOWN ARROW	Scroll the clip library list one line up
UP ARROW	Scroll the clip library list one line down
CTRL-L	Switch to List view
T	Switch to Titles view
P	Switch to Proxies view
CTRL-S	Cycle through proxy sizes
CTRL-I	Cycle through info modes
E	Expand selected entry
C	Collapse selected entry
CTRL-CLICK	Expand parent clip HINT: CTRL-click an entry in a clip library to expand its contents, as well as any expandable entries the selected entry may contain.

Managing Clips

Use these hot keys to view, duplicate, remove, and load clips.

Press:	To:
ENTER	Play selected clip
BACKSPACE	Play selected clip backward
ALT+[Go to in point in selected clips
ALT+]	Go to out point in selected clips
ALT-HOLD	Display information on the message bar about the clip under the cursor

Press:	To:
S	Select all
U	Unselect all
SPACEBAR-CLICK	Duplicate clip HINT: While pressing SPACEBAR , drag from one clip to a destination. The selected clip is copied to that location.
CTRL-CLICK	Add entry to selection HINT: CTRL -click a selected entry to deselect it.
ALT-CLICK	Select top-level entry only
SHIFT-CLICK	Select a range of entries HINT: You must click the first entry in the range before you SHIFT -click the last one.
CTRL+SHIFT-CLICK	Add a range of entries to a selection HINT: You must CTRL -click the first entry in the range you want to add to the current selection before you CTRL+SHIFT -click the last one.
CTRL-DRAG	Add a range of entries to a selection in List view
R	Remove (delete) selected entries. HINT: You can also ALT -click the Remove button to delete selected clips without having to confirm.
K	Keep selected entries (delete unselected) HINT: You can also ALT -click the Keep button to delete unselected clips without having to confirm.
M	Name selected entry
N	Name entry under cursor
W	Create new reel
O	Sort HINT: When you sort a clip library, its contents are displayed hierarchically, starting with desktops, then reels, and finally individual clips.
F	Refresh library HINT: This can be useful if someone with read/write network access has added or removed clips while you are viewing the clip library.
L	Load
A	Clear and load HINT: If you load a clip or reel, the reel that you selected when you entered the library is overwritten. If you load a desktop, the desktop is overwritten.
X	Exit the Clip Library menu

Colour Corrector

Use these hot keys while colour correcting clips using the Colour Corrector. For hot keys that the Colour Corrector shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Multiple Views”](#) on page 8
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Colour Picker”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view for the image window.

	Press:	To view:
	1	The result of the node marked as Context1 HINT: This hot key only applies when you enter the Colour Corrector from Batch.
	2	The result of the node marked as Context2 HINT: This hot key only applies when you enter the Colour Corrector from Batch.
	3	The current result in the context of Action HINT: This hot key only applies when you enter the Colour Corrector from Action.

Colour Sampling

Use these hot keys when sampling colours from an image.

	Press:	To:
	ALT-DRAG	Sample average colour by dragging the cursor
	CTRL-DRAG	Sample average colour by dragging the cursor to draw a selection box

Edit Modes

Use this hot key to set an edit mode available in the Colour Corrector when the Channel Editor is displayed.

Press:	To switch to:
T	Translate mode HINT: Drag over the Channel Editor to move the entire selected curve. HINT: Similar to Move mode, except you cannot constrain movement along the X-, Y-, or Z-axis.

Miscellaneous Functions

Use these hot keys to create a crop box, modify the user interface and behaviour, and exit the Colour Corrector.

Press:	To:
CTRL-DRAG	Draw a crop box in the image window when you access the Colour Corrector from the desktop
R	Enable Regen to dynamically update changes applied using the Colour Corrector
New ALT+' (ON THE TILDE KEY)	Hide menu panel
ESC	Exit Colour Corrector

Colour Warper

Use these hot keys while using the Colour Warper. For hot keys that the Colour Warper shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Image Window Controls”](#) on page 9
- [“Multiple Views”](#) on page 8
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To:
F5	View the Universal Channel Editor
CTRL+ESC	View the schematic and node bars
1	View the result of the node marked as Context1
2	View the result of the node marked as Context2
3	Toggle to indirect view

Press:	To:
4	Toggle to Modular Keyer result view NOTE: Applies to Flame and Inferno only.
SHIFT+1	View the result audio marked as Context1
SHIFT+2	View the result audio marked as Context2
ESC	Toggle between the current view and Schematic view

Histogram Controls

Use these hot keys to control the display of the 2D and 3D histograms.

Press:	To:
C	Toggle the 2D/3D vectorscope canvas
L	Toggle the 2D/3D vectorscope lines
J	Show destination histogram
H	Show source histogram
ALT-DRAG	Pan the 2D/3D vectorscope
SHIFT-DRAG	Zoom the 2D/3D vectorscope
CTRL-DRAG	Rotate the 3D histogram

Colour Warping Controls

Use these hot keys to warp the colour of a clip.

Press:	To:
CTRL+R	Redo colour warp
CTRL+Z	Undo colour warp
C-DRAG	Adjust Highlights trackball in Basics menu
X-DRAG	Adjust Midtones trackball in Basics menu
Z-DRAG	Adjust Shadows trackball in Basics menu
W-DRAG	Adjust Warp/Sup/Sat trackball in the Warp/Gam menu
O	Sample colours from an image using the eyedropper
R	Sample Ref colour
CTRL-DRAG	Draw a selection box in the image window and increase the softness or tolerance for selective colour correction HINT: Initial softness and tolerance must be defined before you can use this hot key.

Compositor

Use these hot keys when building composites using the Compositor. For hot keys that the Compositor shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To view:
F1	The front clip
F2	The back clip
F3	The matte clip
F4	The result clip

Working with Layers

Use this hot key to scale a composite.

Press:	To:
ALT-DRAG	Proportionally scale a composite layer HINT: To proportionally scale a composite layer, you must be in Result view and in Select mode (S) in the Channel Editor. Select the X or Y value in the translate folder of the channel hierarchy and then ALT -drag the composite layer, either in the Channel Editor or the image window.

Degrain

Use these hot keys when removing film grain from a clip using Degrain. For hot keys that Degrain shares with other modules, see:

- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9

Press:	To view:
F1	The front clip
F4	The result clip

Desktop Reels

Use these hot keys while working with clips on the desktop. For hot keys that the desktop shares with modules, see:

- [“Undo/Redo”](#) on page 12
- [“Player”](#) on page 52



Menus

Use these hot keys to open the menus corresponding to the Main menu buttons on the lower-left side of the desktop.

Press:	To open:
1	The Library menu
2	The Editing menu
3	The Processing menu
4	The Effects menu
5	The Format menu

Working with Clips

Use these hot keys to collapse, expand, and play clips.

Press:	To:
ENTER	Play the clip forward HINT: The cursor must be over a clip to play it.
BACKSPACE	Play the clip backward HINT: The cursor must be over a clip to play it.
SPACEBAR	Stop playback when playback was initiated using hot keys HINT: When you press SPACEBAR to stop playback on the desktop, the cursor returns to the start frame.
G	Go to a particular frame in the clip HINT: With the cursor over the clip, press G , enter a frame number, and then press ENTER.
SHIFT+G	Go to a particular timecode in the clip HINT: With the cursor over the clip, press SHIFT+G , enter a timecode, and then press ENTER.
ALT-CLICK 	Go to the next transition (to the left) of the current clip on the reel
ALT-CLICK 	Go to the next transition (to the right) of the current clip on the reel

Press:	To:
A	Toggle the option in the Audio Follows Video box HINT: The option in the Audio Follows Video box is displayed only for the duration that you press A .
ESC	Load the clip into the Player HINT: The cursor must be over the clip.
CTRL+ESC	Load an entire reel into the Player HINT: The cursor must be over a clip in the reel. Once your clips are loaded, you can monitor them on the reel using the Player.
SPACEBAR-CLICK	Duplicate the clip HINT: While pressing SPACEBAR , drag a clip to a destination. The clip is copied to that destination.
CTRL+SPACEBAR-CLICK	Duplicate the frame HINT: While pressing CTRL+SPACEBAR , drag a clip to a destination. The current frame is copied to that destination.
N	Name the clip under the cursor
ALT-CLICK	Display information about the clip
C	Collapse/expand clip, reel, or desktop HINT: The cursor must be over the clip, between clips for the entire reel, or over the menu area for the desktop.
L	Lock/unlock reel HINT: You can align two clips on adjacent reels and monitor them in sync. With the cursor over a clip on one reel, press L . The clip is highlighted blue. Repeat this procedure for a clip on another reel. Once both are locked (highlighted blue), use playback controls on either reel to play them in sync.
S	Save the clip, reel, or desktop HINT: With the cursor over the clip, between clips for the entire reel, or over the menu area for the desktop, press S , enter a name, and press ENTER .

Difference

Use these hot keys while creating mattes using Difference. For hot keys that Difference shares with other modules, see:

- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9

Views

Use these hot keys to set the view in the image window.

Press:	To view:
F1	The front clip
F2	The back clip
F3	The comp clip HINT: The comp clip is a composite based on the result difference matte.
F4	The result clip HINT: The result clip in Difference is a matte.

Distort

Use these hot keys while distorting clips using Distort. For hot keys that the Distort module shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Working with Splines

Use these hot keys while working with splines.

Press:	To:
SHIFT-HOLD	Hide vertices while drawing a spline
SHIFT-DRAG	Switch to Freehand mode while drawing a spline
N	Add new spline
W	Toggle between preventing and enabling warping in corresponding splines
A	Add vertices to existing spline
I	Toggle the display of splines
CTRL+A	Select all vertices
CTRL-DRAG	Draw a selection box to select multiple vertices
CTRL+SHIFT-DRAG	Add a selection to the current selection HINT: If you CTRL+SHIFT-DRAG over already selected vertices, their selection state is toggled off.
K	Set a keyframe
DEL	Delete a keyframe

Using the Distort Schematic

Use these hot keys while working with splines in the Distort schematic.

Press:	To:
' (ON THE TILDE KEY)	Toggle between Schematic and current view
L	Switch to Linking mode
M	Move nodes or parent/unparent nodes
CTRL+C	Copy selected node, branch, or tree
CTRL+X	Delete selected node(s)
D	Switch to delete mode
TAB	Go to the next node type
SHIFT+TAB	Go to the previous node type

EDL

Use these hot keys while loading, editing, and exporting EDLs. For hot keys that the EDL modules share with other modules, see:

- [“File Browser”](#) on page 9
- [“Undo/Redo”](#) on page 12

Browsing EDLs

Use these hot keys to browse open EDLs.

Press:	To:
ALT+DOWN ARROW	Go to bottom of current EDL
ALT+UP ARROW	Go to top of current EDL
CTRL+DOWN ARROW	Go down one page
CTRL+UP ARROW	Go up one page
DOWN ARROW	Go down one event
UP ARROW	Go up one event
LEFT ARROW	Go to next column on the left
RIGHT ARROW	Go to next column on the right
SHIFT+UP ARROW	Select event and go up one event (this is a toggle)
SHIFT+DOWN ARROW	Select event and go down one event (this is a toggle)
- (MINUS SIGN)	Cycle between all open EDLs
ALT+ - (MINUS SIGN)	Close current EDL
ALT+CTRL+ - (MINUS SIGN)	Close all EDLs

Press:	To:
ALT+CTRL+S	Sort EDL HINT: EDLs are sorted according to the Sort mode selected from the box next to the Sort button.
ALT+CTRL+SHIFT+S	Cycle Sort mode
ALT+CTRL+F	Cycle display font HINT: Changes the font used for EDL display. The rest of the user interface is unaffected.
SHIFT+F9	Open Auto-Capture menu
ALT+F	Open Find Events menu
' (ON THE TILDE KEY)	Exit EDL menu HINT: You can also use this hot key to exit Assembly Options.

Editing EDLs

Use these hot keys to edit open EDLs.

Press:	To:
CTRL+B	Toggle Ripple Record button
CTRL+N	Toggle Lock Speed button
ALT+R	Toggle Affect Tape button
ALT+S	Toggle Affect Selection button
CTRL+9	Name the library reel
9	Name the current EDL
ALT+E	Toggle Select Edits/Select Events box
CTRL-CLICK Telecine field	Clear selected telecine log file from the field
SHIFT+0 (ZERO)	Save the current EDL
ALT+M	Update capture marks in all open EDLs
\	Assemble the current EDL
ALT+A	Select all events
ALT+U	Unselect all events
ALT+CTRL+U	Select all uncaptured events
ENTER	Edit current entry
CTRL+ENTER	Toggle selection state of current event
O	Copy selected event(s)
[Cut selected event(s)
P	Paste selected event(s)
SHIFT+D	Delete current event
END	Apply dissolve transition to current event

Press:	To:
DEL	Apply cut transition (splice) to current event
PAGE DOWN	Apply wipe transition to current event
TAB	Enable video track HINT: To use this hot key, select the entry for an event under the Tracks column. When the Track controls appear in the menu area, press TAB to enable the video track (V) for the event.
Q	Enable track A1 HINT: Use in conjunction with the TAB hot key.
W	Enable track A2 HINT: See TAB hot key.
U	Insert an event into the EDL (above the current event)
ALT+C	Insert a comment for the current event
ALT+CTRL+C	Remove a comment from the current event
ALT+T	Insert a title for the current event
ALT+CTRL+T	Remove the title from the current event
, (COMMA)	Slip the current event
SHIFT+, (COMMA)	Slip the entire tape

Filters

Use these hot keys while applying filters to clips using Filter. For hot keys that Filter shares with other modules, see:

- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9

Press:	To:
1	Select Filter 1
2	Select Filter 2
3	Select Filter 3
4	Select Filter 4
5	Select Filter 5
F1	Switch to Front clip view

Press:	To:
F4	Switch to Result clip view
CTRL-CLICK	Set proxy HINT: If you want to sample part of your image to serve as a proxy for a custom filter, press CTRL and move the cursor over an area in the image window that best illustrates the effect of the filter. When you save the Filter, this sample is used in the browser as a proxy.

Garbage Masks

Use these hot keys when working on garbage masks. For a list of hot keys that the Garbage Mask share with other modules, see:

- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11

Schematic Editing

Use these hot keys to create and modify the schematic of a garbage mask composite. Some of these hot keys also have functions for editing objects and animation channels.

Press:	To:
CTRL+C	Copy the selected node
CTRL+X	Delete the selected node HINT: You cannot paste deleted nodes.
SHIFT-DRAG	Enable Autolink to set a node as the parent node when you swipe it across other nodes
ALT+SHIFT-DRAG	Enable Autolink to set a node as the parent node when you swipe it with another node
CTRL+SHIFT-DRAG	Select multiple nodes in Schematic view
P	Switch to Parent mode
H	Hide/unhide selected nodes HINT: Hidden nodes cannot be seen in Perspective view.
ALT-DRAG	Set the camera’s point of interest

Working with Garbage Masks

Use these hot keys to set the view and work with garbage masks.

Press:	To:
1	Switch to context 1 (if applicable)
2	Switch to context 2 (if applicable)

Press:	To:
SHIFT-CLICK	Toggle selection of vertices
SHIFT-HOLD	Hide vertices on the current mask
SHIFT-DRAG	Add Freehand segment to mask
CTRL+A	Select all vertices HINT: CTRL+A works for garbage masks but not for surface vertices in Action.
CTRL-DRAG	Draw a selection box to select multiple vertices
CTRL+SHIFT-DRAG	Add a selection to the current selection HINT: If you CTRL+SHIFT-drag over already selected vertices, their selection state is toggled off.
H	Toggle garbage mask
K	Set a keyframe
0 (ZERO)	Enable picker
TAB-DRAG	Scale selected pickers
I	Toggle garbage mask icons
O	Switch to Orbit mode
R	Switch to Rotate mode
' (ON THE TILDE KEY)	Toggle between Schematic and current view

Tracer Garbage Masks

Use these hot keys when you are making a garbage mask with the Tracer button enabled in the Gmask node from Batch.

Press:	To:
0 (ZERO)	Enable pickers
CTRL+A	Select all vertices in Scale mode and then drag an inner or outer softness range vertex to scale it HINT: CTRL+A selects the entire inner or outer softness range. Drag over the image window to scale the entire softness range simultaneously.
TAB	Scale pickers HINT: You can scale multiple pickers simultaneously using the CTRL+A hot key.

Keyer

Use these hot keys while pulling keys using the Keyer. For hot keys that the Keyer shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To:
F1	View the front clip
F2	View the back clip
F3	View the matte clip
F4	View the result clip
1	View the result of the node marked as Context1 when accessing the Keyer from Batch
2	View the result of the node marked as Context2 when accessing the Keyer from Batch
3	View the result of the node marked as Action when accessing the Keyer from Action
H	Hide/unhide selected nodes HINT: Hidden nodes cannot be seen in Perspective view.
' (ON THE TILDE KEY)	Toggle between Schematic and current view HINT: This hot key only works in the Key>Mask menu.

Keying

Use these hot keys to set the tolerance and softness for the key, and more.

Press:	To:
ALT-CLICK	Disable the current colour correction by clicking the blue indicator of the CCF button.
CTRL+A	Select all vertices on a garbage mask
I	Show icons
K	Set a keyframe

Press:	To:
T	Increase tolerance HINT: This function only works in the Key>Range menu.
S	Increase softness HINT: This function only works in the Key>Range menu.
P	Plot (sample colours from front clip for hue shift and colour suppression, for example) HINT: This function only works in the Key>Range menu.
9	Toggle display of garbage mask outline shapes HINT: This function only works in the Key>Mask menu.

Master Keyer

Use these hot keys in the Key>MasterK menu to select a sampling type.

Press:	To:
ALT	Obtain a list of editable parameters for the selected region
M	Select Matte in the Sampling box
S	Select Spill in the Sampling box
B	Select Blend in the Sampling box
D	Select Degrain in the Sampling box
SHIFT+1	Select Patch 1 in the Sampling box
SHIFT+2	Select Patch 2 in the Sampling box
SHIFT+3	Select Patch 3 in the Sampling box

LUT Editor

Use these hot keys while loading and customizing LUTs with the LUT Editor. For hot keys that the LUT Editor shares with other modules, see:

- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To view:
F1	The reference image
F4	The result image with the current LUT applied

Basic Curve Editing

Use these hot keys to edit the RGB basic curves.

Press:	To adjust:
R-DRAG	The R curve
G-DRAG	The G curve
B-DRAG	The B curve

Colour Sampling

Use these hot keys when sampling colours.

Press:	To sample:
ALT-CLICK	An image and take the average
CTRL-CLICK	Inside a selection box and take the average

Modular Keyer (Flame and Inferno only)

This section applies to Flame and Inferno only. Use these hot keys while assembling process trees in the Modular Keyer. For hot keys that the Modular Keyer shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“Multiple Views”](#) on page 8
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12
- [“Colour Warper”](#) on page 33
- [“Tracer Garbage Masks”](#) on page 43

Views

In the Modular Keyer, you assemble a schematically represented processing pipeline. While adding, assembling, and modifying the nodes in your process tree, you can monitor the clips for the current node using the following hot keys.

Press:	To:
1	View the result of the node marked as Context1
2	View the result of the node marked as Context2
4	Toggle to Modular Keyer result view
Esc	Toggle between the current view and Schematic view

Schematic Editing

Use these hot keys to assemble process pipelines and monitor results more quickly.

Press:	To:
SHIFT-DRAG	Use Autolink to parent a node by swiping it across another node
CTRL+D-HOLD	Temporarily display dependent nodes only
SHIFT-DRAG	Use smart drop and delete: Smart drop — Drop a node on a link between two nodes. The node is automatically linked with the child and parent nodes. Smart delete — Drag a node off the desktop, or click it while in Delete mode to delete it without a confirmation message. If possible, the remaining child and the parents of the deleted node are linked.
ALT+CTRL-DRAG	Use smart unlink to remove a node from a pipeline and relink remaining nodes if possible
ALT+CTRL-CLICK	Remove selected node from CBlend or MBlend pipes
P	Switch to Parent mode
CTRL+C	Copy selected nodes HINT: When you press CTRL+C, any copied nodes appear immediately. No paste function is required.
CTRL+X	Delete selected nodes HINT: You cannot paste cut nodes.
= (EQUAL SIGN)-CLICK	Set Context HINT: You can set two context points in the Modular Keyer.
T-CLICK	Toggle proxy preview HINT: T-click the result tab of a node to view a proxy representation of the node's output.
DOWN ARROW	Move a layer in the blend group down one level
UP ARROW	Move a layer in the blend group up one level
U	Update selected nodes HINT: Press U to process selected nodes. You only have to update nodes when Auto-Update is disabled in the Setup menu.
ALT-DRAG	Set the camera's point of interest in the Garbage Mask menu of the Modular Keyer

3D Keyer

Use these hot keys when working with the 3D Keyer node.

Keying Functions

Press:	To:
CTRL+V	Use a colour value plotted in the image window as the basis for virtual point scaling of softness HINT: Use the O hot key to plot a point in the image window, press CTRL+V , and click and drag in the Player.
V-DRAG	Sample colours under the cursor and immediately apply virtual point scaling (drag left to reduce, right to increase)
T	Select Tolerance from the Sampling box
S	Select Softness from the Sampling box
CTRL-CLICK	Sample a rectangular selection for the selected sampling option
ALT-CLICK	Remove the current sampling from the previous sample
ALT+CTRL-CLICK	Replace the previous sample with the new sample
ALT+N-CLICK	Scale softness along the axis generated by the minimize noise calculation

3D Histogram Viewing Functions

Press:	To:
O	Plot a colour in the image HINT: The plotted colour is indicated in the RGB viewer by a Plot box and crosshair.
B	Toggle the display of the Plot box
L	Toggle the display of the 3D histogram's outline as well as the outlines of the tolerance and softness ellipsoids
H	Toggle the display of the 3D histogram (RGB viewer)
C	Toggle the display of the exterior canvas bounding the 3D histogram (RGB viewer)
ALT-DRAG	Move the 3D histogram (RGB viewer)
SHIFT-DRAG	Zoom the 3D histogram (RGB viewer)

3D Histogram Keying Functions

Press:	To:
6-CLICK	Translate an ellipsoid along the axis
7-CLICK	Rotate an ellipsoid around its centre point
8-CLICK	Scale an ellipsoid proportionally from its centre point
9-CLICK	Scale an ellipsoid non-proportionally along the axis

Press:	To:
O-CLICK	Same as previous, except the scaling is locked from the point where the ellipsoid intersects the axis HINT: The locked point is indicated by the tail of the arrow.
V-CLICK	Add a vertex to a convex hull and scale the ellipsoid based on that vertex (virtual point scaling)
+ (NUM PAD PLUS SIGN)-CLICK	Add a vertex to a convex hull
- (NUM PAD MINUS SIGN)-CLICK	Delete a vertex from a convex hull

Optics

Use these hot keys while creating glow effects using Optics. For hot keys that Optics shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To:
F1	View the front clip
F2	View the back clip
F3	View the matte clip
F4	View the result clip

Paint

Use these hot keys while applying paint effects to clips using Paint. For hot keys that Paint shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9 (there are some differences—see below)
- [“Edit Modes”](#) on page 11 (there are some graphic object editing tools specific to Paint—see below)

- [“Undo/Redo”](#) on page 12

NOTE: For Batch Paint hot keys, see [“Batch Paint”](#) on page 23.

Views and Display

Use these hot keys to set the view in the image window and to set other display preferences.

Press:	To:
F1-HOLD	Preview the front clip
F2-HOLD	Preview the back clip
F3-HOLD	Preview the matte clip
F4-HOLD	Preview the saved clip HINT: The saved clip is a stored reference clip that you define. Store the saved clip by clicking the Save button in the lower-right corner of the Paint menu.
SHIFT+F1-HOLD	Display the previously shown clip
ALT+T	Toggle Show transparency HINT: When you enable the Show button to view the result with transparency against a reference image, press ALT+T to toggle the transparency between your setting and 100%.
UP ARROW	Zoom in HINT: This is not the usual hot key for zooming in the image window (CTRL+UP ARROW).
DOWN ARROW	Zoom out HINT: This is not the usual hot key for zooming in the image window (CTRL+DOWN ARROW).
ESC	Toggle the display between regular and full screen layout
SPACEBAR	Pan the image window
HOME	Set zoom to the default setting
SHIFT+CTRL+LEFT ARROW	Pan one pixel to the left
SHIFT+CTRL+RIGHT ARROW	Pan one pixel to the right
SHIFT+CTRL+UP ARROW	Pan one pixel up
SHIFT+CTRL+DOWN ARROW	Pan one pixel down
LEFT ARROW	Frame-step backward
RIGHT ARROW	Frame-step forward
CTRL+LEFT ARROW	Go to start of clip
CTRL+RIGHT ARROW	Go to end of clip

Press:	To:
F	Play short flipbook HINT: A flipbook is a series of frames up to, around, or from the current frame. Use this command to put the current frame in context while you work. You can set up the parameters for the flipbook in the Setup > Flipbook menu.
SHIFT+F	Play long flipbook HINT: See F hot key.

Paint Menu

Use these hot keys to set display options and brush attributes.

Press:	To:
' (ON THE TILDE KEY)	Toggle the grid menu
O	Toggle brush zooming
SHIFT+C	Toggle display of brush size circle
H	Toggle display of crosshair cursor
CTRL+R-CLICK	Set roll HINT: Roll the image in the image window to view the edges of the frame for more accurate edge retouching. Press CTRL+R and the cursor becomes a green hand. Move the cursor to move the frame inside the image window.
ALT+R	Reset roll
S-DRAG	Change brush size gesturally
ALT+S-CLICK	Set brush to constant pressure
CTRL-CLICK	Sample colour from the image
CTRL-CLICK	Sample clone source from the image (when using Clone medium)
CTRL-CLICK	Sample stamp source from the image (when using Stamp medium)
M-CLICK	Apply selected medium to colour palette scratch pad
1	Use Brush 1
2	Use Brush 2
3	Use Brush 3
4	Use Brush 4
5	Use Brush 5

Graphics Menu

Use these hot keys to set display options and graphic object attributes.

Press:	To:
H	Toggle display of crosshair
M	Move the object's transformation box (without moving the object)
(NUM PAD) 2	Nudge selected object up
(NUM PAD) 4	Nudge selected object left
(NUM PAD) 6	Nudge selected object right
(NUM PAD) 8	Nudge selected object down
ALT-CLICK	Draw circle/rectangle from centre HINT: If you do not press ALT while drawing a circle or rectangle, you draw the object from edge to edge.
A-CLICK	Add a vertex to a polygon object HINT: To add a point: press A , click an existing vertex and then drag to add a new point. The vertex appears counter-clockwise to the original vertex.
CTRL+A-CLICK	Add a vertex to a polygon object HINT: Same as previous, except the new vertex appears clockwise to the original vertex.
D-CLICK	Delete a vertex from a polygon object
B-CLICK	Break the tangent handle of the vertex HINT: To work with tangent handles, Bezier must be selected from the Graphics Attributes controls.
P-CLICK	Scale an object proportionally HINT: Press P and drag the Scale vertex of the object's transformation box.

Player

Use these hot keys while playing clips on the desktop in the Player. For hot keys that the Player shares with other modules, see "[Undo/Redo](#)" on page 12.

NOTE: Editing clips in the Player use the same hot keys as editing in Batch. See "[Batch](#)" on page 19.

Playing Clips

Use these hot keys to set control playback of clips.

Press:	To:
CTRL+LEFT ARROW	Go to the beginning
CTRL+RIGHT ARROW	Go to the end
ALT+[Go to in point

Press:	To:
ALT+]	Go to out point
ENTER	Play forward
CTRL+ENTER	Play backward
SPACEBAR	Stop playback (forward/backward)
UP ARROW	Step forward 10 frames
DOWN ARROW	Step backward 10 frames
LEFT ARROW	Step forward 1 frame
RIGHT ARROW	Step backward 1 frame
ALT-CLICK	Scrub a clip at a constant frame rate HINT: You can scrub a clip by dragging over the image window. When you do this, the scrub speed varies according to the direction and extent to which you drag the cursor. By pressing ALT , you override variable speed scrubbing, and scrub the clip at its standard playback speed.
O	Select Once Play mode
R	Select Repeat Play mode
L	Reload a clip into memory from current frame HINT: Press L when you need to use memory to play high-resolution clips in real time. Play from Memory must be selected in the Player Setup menu.
CTRL-DRAG	Scrub audio
CTRL+SHIFT-DRAG	Scrub audio at any speed between -100% and 100% of real time
CTRL+ALT+T	Toggle timecode mode
ESC	Exit the Player

Image Window Position and Zoom

Press:	To:
CTRL+UP ARROW	Zoom in
CTRL+DOWN ARROW	Zoom out
CTRL+SHIFT+UP ARROW	Nudge image window up
CTRL+SHIFT+DOWN ARROW	Nudge image window down
CTRL+SHIFT+LEFT ARROW	Nudge image window left
CTRL+SHIFT+RIGHT ARROW	Nudge image window right
SPACEBAR-DRAG	Pan image window
HOME	Toggle between current and default pan and view settings
CTRL-CLICK (HOME BUTTON)	Frame the current image in the current viewport

Project Management Menu

Use this hot key when starting the application.

Press:	To:
ENTER	Start the application using the previously selected project and user

Regrain

Use these hot keys while applying grain to clips using Regrain. For hot keys that Regrain shares with other modules, see:

- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Press:	To:
F1	View the front clip
F2	View the back clip
F3	View the matte clip
F4	View the result clip
CTRL-DRAG	Sample the selection box from the image window
P-DRAG (SLIDER)	Proportionally adjust the RGB X or RGB Y slider set by dragging a slider
Q-DRAG (SLIDER)	Proportionally adjust the RGB X and RGB Y sliders set by dragging one of the sliders

Resize

Use these hot keys when resizing clips using the Resize module. For hot keys that the Resize module shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Undo/Redo”](#) on page 12

Press:	To:
F1	View the front clip
F4	View the result clip

Press:	To:
ALT+2	View both the front and result clip in a split view
SHIFT-DRAG	Preserve the aspect ratio when resizing a crop box HINT: You must place the cursor on the crop box to preserve the aspect ratio.
SHIFT+S-DRAG	Lock the aspect ratio of the crop box to the source resolution
SHIFT+D-DRAG	Lock the aspect ratio of the crop box to the destination resolution
SHIFT-DRAG	Constrain the crop box to the X- or Y-axis when dragging it in the image window

Sparks

Use these hot keys when working in an Autodesk Sparks® menu.

Press:	To:
F1	View the front clip
F2	View the back clip
F3	View the matte clip
F4	View the result clip
ALT-DRAG	View the front clip during scrub so that the clip updates more quickly in the image window
1-5	Open the menu in the Sparks module associated with the button

Stabilizer

Use these hot keys when performing motion tracking and stabilizing using the Stabilizer. For hot keys that the Stabilizer shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

Press:	To view:
F1	The front clip
F4	The result clip

Tracker Buttons

Use these hot keys to navigate the Tracker buttons in the Stabilizer menu.

Press:	To:
1	Enable Tracker1
2	Enable Tracker2
3	Enable Tracker3
4	Enable Tracker4
5	Enable Tracker5
UP ARROW	Scroll one tracker button up
DOWN ARROW	Scroll one tracker button down
PAGE UP	Scroll five tracker buttons up
PAGE DOWN	Scroll five tracker buttons down
0 (ZERO)	Select last tracker in menu list

Stabilizing and Tracking

Use these hot keys to activate and edit trackers, as well as set display options.

Press:	To:
G	Select Gang mode
O	Select Solo mode
E	Select Selected mode
' (ON THE TILDE KEY)	Toggle the current tracker to Active or Inactive
P	Toggle Pretracking option
ALT-DRAG	Move tracker box (image offset)
CTRL-CLICK	Move reference box (tracking sample)
SHIFT-CLICK	View current tracker box coordinates (image offset)
P-CLICK	Scale tracker/reference box proportionally
N	Update reference point from current frame (snap)
INS	Analyse a single frame (step)
DEL	Delete current keyframe
BACKSPACE	Delete current keyframe and go to previous keyframe
SHIFT+K	Lock selected keyframe
I	Toggle display of tracker/reference boxes
\	Toggle display of tracking path
CTRL-DRAG	Scrub audio
SHIFT+CTRL-DRAG	Scrub audio in sync with video
ESC	Exit Stabilizer

Text

Use these hot keys while adding text to a clip using the Text module. For hot keys that the Text module shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

	Press:	To view:
	F2	The back clip
	F4	The result clip

Navigating Text

Use these hot keys to navigate text in a layer.

	Press:	To:
	CTRL+PAGE UP	Go to the top of the text layer
	CTRL+PAGE DOWN	Go to the bottom of the text layer
	PAGE UP	Go up one page
	PAGE DOWN	Go down one page
	HOME	Go to the beginning of the line
	END	Go to the end of the line
	UP ARROW	Move the cursor up one line
	DOWN ARROW	Move the cursor down one line
	LEFT ARROW	Move the cursor left one character
	RIGHT ARROW	Move the cursor right one character
	SHIFT+CTRL+PAGE UP	Go to the top of the text layer, expand, and select it
	SHIFT+CTRL+PAGE DOWN	Go to the bottom of the text layer, expand, and select it
	SHIFT+PAGE UP	Go up one page, expand, and select it
	SHIFT+PAGE DOWN	Go down one page, expand, and select it
	SHIFT+HOME	Go to the beginning of the line, expand, and select it
	SHIFT+END	Go to the end of the line, expand, and select it
	SHIFT+UP ARROW	Select event and go up one event (this is a toggle)
	SHIFT+DOWN ARROW	Select event and go down one event (this is a toggle)

Press:	To:
SHIFT+RIGHT ARROW	Go one character to the right and select it
SHIFT+LEFT ARROW	Go one character to the left and select it

Selecting Text

Use these hot keys to select and deselect text in a layer.

Press:	To:
ALT+A	Select all text in current layer
ALT+SHIFT+A	Select all layers
ALT+P	Select current paragraph

Editing Text

Use these hot keys to create text layers, and edit and move text to create the result you require.

Press:	To:
ALT+N	Create a layer
ALT+J	Align multiple layers relative to selection HINT: Press CTRL to select multiple layers and then press ALT+J to enable Align Layer mode. Next, press 2, 4, 6, or 8 on the numeric keypad to align the layers in the corresponding direction. Layers are aligned relative to the entire selection.
ALT+Z	Align multiple layers relative to the safe title zone HINT: Same as previous, except alignment is performed relative to the safe title zone.
ALT+C	Copy selected text with style
ALT+SHIFT+C	Copy selected text without style
ALT+X	Cut selected text with style
ALT+SHIFT+X	Cut selected text without style
ALT+V	Paste text
CTRL+BACKSPACE	Undo
SHIFT+BACKSPACE	Redo
New CTRL+SHIFT+SPACEBAR	Pan text
ALT+(NUM PAD)+ENTER	Enter ASCII code character HINT: You can enter special characters by using their ASCII code assignments. Press ALT , enter the code (0-255), and then press ENTER to type the character in the current layer.
CTRL+SHIFT+F1	Define Style 1 with selection
CTRL+SHIFT+F2	Define Style 2 with selection
CTRL+SHIFT+F3	Define Style 3 with selection

Press:	To:
CTRL+SHIFT+F4	Define Style 4 with selection
CTRL+SHIFT+F5	Define Style 5 with selection
CTRL+SHIFT+F6	Define Style 6 with selection
CTRL+SHIFT+F7	Define Style 7 with selection
CTRL+SHIFT+F8	Define Style 8 with selection
CTRL+SHIFT+F9	Define Style 9 with selection
CTRL+F1	Apply Style 1 to selection
CTRL+F2	Apply Style 2 to selection
CTRL+F3	Apply Style 3 to selection
CTRL+F4	Apply Style 4 to selection
CTRL+F5	Apply Style 5 to selection
CTRL+F6	Apply Style 6 to selection
CTRL+F7	Apply Style 7 to selection
CTRL+F8	Apply Style 8 to selection
CTRL+F9	Apply Style 9 to selection
ALT+F	Fit layer box to text
ALT+Y	Change offset of selection HINT: Select text in a layer, press ALT+Y , and then use the arrow keys to nudge the selection. You must be in Edit mode to do this.
ALT+K	Change the kerning of selection HINT: Select text in a layer, press ALT+K , and then use the up arrow and down arrow keys to change the kerning. You must be in Edit mode to do this.
ALT+L	Change the leading of the selection HINT: Select text in a layer, press ALT+L , and then use the arrow keys to change the leading of the selection. You must be in Edit mode to do this.
ALT+S	Change the size of the selection. HINT: Select text in a layer, press ALT+S , and then use the arrow keys to change the size of the selection. You must be in Edit mode to do this.
INS	Toggle between Insert and Overwrite modes
ESC	Toggle between Edit and Move modes
CTRL+ SHIFT+ \	Toggle Preview
ALT+SHIFT+RIGHT ARROW	Bring selected layer forward (draw order)
ALT+SHIFT+LEFT ARROW	Push selected layer back (draw order)
ALT+D	Delete selected layer

	Press:	To:
	SPACEBAR+A	Add point to path
	SPACEBAR+B	Break tangent
	SPACEBAR+D	Delete point on path
	SPACEBAR+M	Move point on path

Warper

Use these hot keys while warping and morphing clips using the Warper. For hot keys that the Warper shares with other modules, see:

- [“Channel Editor”](#) on page 5
- [“File Browser”](#) on page 9
- [“Image Window Controls”](#) on page 9
- [“Edit Modes”](#) on page 11
- [“Undo/Redo”](#) on page 12

Views

Use these hot keys to set the view in the image window.

	Press:	To view:
	F1	The front clip
	F2	The back clip
	F3	The matte clip
	F4	The result clip

Edit Modes

Use these hot keys to set additional modes available with the Warper.

	Press:	To:
	F	Switch to Freehand mode
	CTRL-CLICK	Exit Freehand mode HINT: In Freehand mode, you click the Warp or Morph mesh to add vertices. To add the final vertex to the freehand mesh, CTRL-click the mesh.

Press:	To:
G	Switch to Magnet mode HINT: Use Magnet mode to select a circular range of vertices. The further from the centre of the circular selection, the less the control is affected by the gestural move.
CTRL+S	Set Magnet or Brush scale HINT: With Magnet mode selected, press CTRL+S and then drag to set the size of the magnet's circular selection.

Selecting and Moving Mesh Vertices

Use these hot keys when working with mesh vertices.

Press:	To:
H	Toggle the display of the mesh and axis
CTRL-DRAG	Select points inside a selection box HINT: CTRL-click to cancel this operation.
SHIFT-DRAG	Unselect points inside a selection box HINT: SHIFT-click to unselect a single point in a selection box.
LEFT ARROW	Nudge selected mesh vertices left
RIGHT ARROW	Nudge selected mesh vertices right
UP ARROW	Nudge selected mesh vertices up
DOWN ARROW	Nudge selected mesh vertices down
SPACEBAR-DRAG	Pan a freehand mesh draw
CTRL+UP ARROW	Zoom in HINT: Once you initiate your freehand mesh draw sequence, the controls in the Warp or Morph menu are disabled. You can use the UP ARROW and DOWN ARROW keys to zoom in or out while you draw.
CTRL+DOWN ARROW	Zoom out HINT: See previous hot key.



Summary

Introduction	63
Global	64
Shared	64
Action	66
Clip I/O (VTR)	66
Clip Management	67
EDL	67
Paint	68
Player	68
Stabilizer	69
Text	69
Warper	70

Introduction

This chapter lists the default hot keys specific to the optional JLCooper MCS-3800™ media command station.

NOTE: The JLCooper station is only available on Flame and Inferno on IRIX.

To create or edit a hot key assigned to a control on the JLCooper command station, follow the regular hot key assignment procedure described in the “Hot Keys” chapter in the user’s guide. However, instead of pressing keys on the system keyboard, press a JLCooper key, a keystroke sequence, or activate a fader or knob on the JLCooper command station.

This chapter is structured similarly to the previous list of keyboard hot keys, beginning with global and shared hot keys and ending with a list of other JLCooper hot keys listed module by module.

Global

Use these hot keys anywhere in the application.

Press:	To:
SHIFT+I+INS (KEYBOARD)	Initialise the JLCoooper (MIDI) device
ENTER (NUM PAD)	Start the application or confirm
SELECT (CHANNEL 1)	Exit the module (for example, the Colour Corrector)

Shared

These hot keys are shared by different modules. If shared hot keys are used by a module, they are referred to under the heading for that module.

Colour Picking

Use these hot keys to select colour models and to control sliders when choosing colour for a coloured frame, graphic object, brush stroke, or any other object.

Press:	To:
F1	Switch to RGB colour model
FADER (CHANNEL 1)	Adjust Red
FADER (CHANNEL 2)	Adjust Green
FADER (CHANNEL 3)	Adjust Blue
F2	Switch to YUV colour model
FADER (CHANNEL 1)	Adjust Y
FADER (CHANNEL 2)	Adjust U
FADER (CHANNEL 3)	Adjust V
F3	Switch to HLS colour model
FADER (CHANNEL 1)	Adjust Hue
FADER (CHANNEL 2)	Adjust Luminance
FADER (CHANNEL 3)	Adjust Saturation

File Browser

Use these hot keys to access the file browser when importing images and audio files, loading setups, EDLs, and more. For a list of JLCoooper hot keys used to navigate clip libraries, see [“Clip Management”](#) on page 67.

Press:	To:
DOWN CURSOR	Move the directory list one line down
UP CURSOR	Move the directory list one line up

Press:	To:
SHIFT+DOWN CURSOR	Move the directory list one page down
SHIFT+UP CURSOR	Move the directory list one page up

Image Window Controls

Use these hot keys to zoom the image window in which your clip appears. See also [“Player Controls”](#) on page 65.

Press:	To:
UP CURSOR	Zoom in
DOWN CURSOR	Zoom out

Player Controls

Use these hot keys to control playback and clip navigation while monitoring a clip in the image window.

Press:	To:
TRANSPORT REWIND	Go to beginning
TRANSPORT RECORD	Play backward
LEFT CURSOR	Frame-step backward
RIGHT CURSOR	Frame-step forward
SELECT (CHANNEL 1), TRANSPORT PLAY	Play
TRANSPORT FAST FORWARD	Go to end
TRANSPORT STOP	Stop playback (forward or backward)
TRANSPORT SHUTTLE (WHEEL)	Shuttle
TRANSPORT JOG (WHEEL)	Jog
MODE LOCATE (NUM PAD)	Go to frame HINT: Press MODE LOCATE and then enter a frame number to go to that frame in the clip.
SET LOCATE (NUM PAD)	Set the duration HINT: Press SET LOCATE and then enter a duration to set the duration of the clip.
TRANSPORT STOP	Stop playback (forward or backward) HINT: You can also press TRANSPORT STOP to interrupt processing.
SELECT (CHANNEL 1)	Exit or enter play mode

Action

Use these hot keys while building composites in Action. For JLCoooper hot keys that Action shares with other modules, see:

- [“Colour Picking”](#) on page 64
- [“File Browser”](#) on page 64
- [“Image Window Controls”](#) on page 65
- [“Player Controls”](#) on page 65

Press:	To:
UP CURSOR	Go to the next line up in the Layers list
DOWN CURSOR	Go to the next line down in the Layers list

Clip I/O (VTR)

Use these hot keys when inputting and outputting clips using a Video Tape Recorder. You can also drag over the image window to jog the VTR.

Shuttle and Playback

Press:	To:
TRANSPORT REWIND	Rewind
TRANSPORT RECORD	Play backward
DOWN CURSOR	Step 10 frames backward
LEFT CURSOR	Frame-step backward
TRANSPORT PLAY	Play forward
W4 TRANSPORT STOP	Stop playback (backward or forward)
RIGHT CURSOR	Frame-step forward
UP CURSOR	Step 10 frames forward
TRANSPORT FAST FORWARD	Fast forward
TRANSPORT SHUTTLE WHEEL	Shuttle the clip
TRANSPORT JOG WHEEL	Jog the clip
TRANSPORT STOP + TRANSPORT REWIND	Go to previous frame
TRANSPORT STOP + TRANSPORT FAST FORWARD	Go to next frame

Cueing and Capturing

Press:	To:
M1	Mark in point
M5	Mark out point
M2	Cue VTR to in point
M4	Cue VTR to out point
SHIFT+M1	Play or record from in point
SHIFT+M5	Play or record to out point
SHIFT+M3	Play or record from in point to outpoint
SELECT (CHANNEL 8)	Process

Exiting

Press:	To:
SELECT (CHANNEL 1)	Exit Engineering menu

Clip Management

Use these hot keys when accessing clips on the framestore using the Clip Library menu.

Press:	To:
UP CURSOR	Go to the next line up in the Files list
DOWN CURSOR	Go to the next line down in the Files list
SELECT (CHANNEL 1)	Exit clip library

EDL

Use these hot keys while loading, editing, and exporting EDLs. For JLCoper hot keys that the EDL modules share with other modules, see [“File Browser”](#) on page 64.

Press:	To:
LEFT CURSOR	Go to next column left
RIGHT CURSOR	Go to next column right
UP CURSOR	Go up one event
DOWN CURSOR	Go down one event
SHIFT+UP CURSOR	Select event and go up one event HINT: If the event is already selected, it will be unselected when you press SHIFT+UP CURSOR .
SHIFT+DOWN CURSOR	Select event and go down one event HINT: If the event is already selected, it will be unselected when you press SHIFT+DOWN CURSOR .

Press:	To:
ENTER (NUM PAD)	Edit current entry
SELECT (CHANNEL 1)	Exit EDL menu

NOTE: You can use the EDL cursor navigation hot keys with the **SHIFT** button to select entries while you navigate.

Paint

Use these hot keys while applying paint effects to clips using Paint. For JLCoooper hot keys that Paint shares with other modules, see:

- [“Colour Picking”](#) on page 64
- [“File Browser”](#) on page 64
- [“Image Window Controls”](#) on page 65
- [“Player Controls”](#) on page 65

Press:	To:
2 (NUM PAD)	Nudge selected graphic object(s) up
4 (NUM PAD)	Nudge selected graphic object(s) left
6 (NUM PAD)	Nudge selected graphic object(s) right
8 (NUM PAD)	Nudge selected graphic object(s) down
POINTER BUTTON + CLICK	Pick a colour from an image without opening the colour picker

Player

Use these hot keys while playing clips on the desktop in the Player. For JLCoooper hot keys that the Player shares with other modules, see [“Image Window Controls”](#) on page 65.

Press:	To:
TRANSPORT REWIND	Go to beginning
TRANSPORT RECORD	Play backward
LEFT CURSOR	Frame-step backward
RIGHT CURSOR	Frame-step forward
UP CURSOR	Step backward 10 frames
DOWN CURSOR	Step forward 10 frames
TRANSPORT PLAY	Play
TRANSPORT FAST FORWARD	Go to end of clip

Press:	To:
TRANSPORT STOP	Stop playback (forward or backward) HINT: You can also press TRANSPORT STOP to interrupt processing.
TRANSPORT SHUTTLE (WHEEL)	Shuttle the clip
TRANSPORT JOG (WHEEL)	Jog the clip
MODE LOCATE (NUM PAD)	Go to frame HINT: Press MODE LOCATE and then enter a frame number to go to that frame in the clip.
SET LOCATE (NUM PAD)	Set the duration of clip HINT: Press SET LOCATE and then enter a duration to set the duration of the clip.
MUTE (CHANNEL 1)	Mute audio channel 1 while audio scrubbing
MUTE (CHANNEL 2)	Mute audio channel 2 while audio scrubbing
FADER (CHANNEL 1)	Adjust audio channel 1 level for audio scrubbing
FADER (CHANNEL 2)	Adjust audio channel 2 while audio scrubbing
PANNER (1)	Control Panner 1
PANNER (2)	Control Panner 2

Stabilizer

Use these hot keys when performing motion tracking and stabilizing using the Stabilizer. For JLCoooper hot keys that the Stabilizer shares with other modules, see [“Player Controls”](#) on page 65.

Press:	To:
UP CURSOR	Enable next tracker up in menu
DOWN CURSOR	Enable next tracker down in menu

Text

Use these hot keys while adding text to a clip using the Text module. For JLCoooper hot keys that the Text module shares with other modules, see:

- [“Colour Picking”](#) on page 64
- [“File Browser”](#) on page 64
- [“Image Window Controls”](#) on page 65
- [“Player Controls”](#) on page 65

Text Cursor Navigation and Selection

Press:	To:
UP CURSOR	Move cursor up one line in layer
DOWN CURSOR	Move cursor down one line in layer
LEFT CURSOR	Move cursor left in layer
RIGHT CURSOR	Move cursor right in layer
SHIFT+UP CURSOR	Select and go up one line (this is a toggle)
SHIFT+DOWN CURSOR	Select and go down one line (this is a toggle)
SHIFT+LEFT CURSOR	Go one character to the left and select it
SHIFT+RIGHT CURSOR	Go one character to the right and select it

NOTE: You can use the Text cursor navigation hot keys while pressing Shift to select entries while you navigate.

ASCII Code Characters

Press:	To:
SHIFT+(NUM PAD)+ENTER (NUM PAD)	Enter ASCII code character HINT: You can enter special characters by using their ASCII code assignments. Press SHIFT , enter the code (0-255), and then press ENTER to type the character in the current layer.

Warper

Use these hot keys while warping and morphing clips using the Warper. For JLCoooper hot keys that the Warper shares with other modules, see [“Image Window Controls”](#) on page 65.

Press:	To:
UP CURSOR	Nudge selected mesh vertices up
DOWN CURSOR	Nudge selected mesh vertices down
LEFT CURSOR	Nudge selected mesh vertices left
RIGHT CURSOR	Nudge selected mesh vertices right