

# Hot Key Card

## General

Background colour toggle  
Bypass all menu parameters  
Enable/disable GPU acceleration  
Image pan  
Image zoom in/out  
Refresh current list  
Reset value to default  
Reset current menu  
Reset all shot's parameters  
Text field focus change  
Text copy  
Text paste  
Undo last action  
Rapid increase/decrease of slider and colour wheel value  
Slow increase/decrease of slider and colour wheel value  
Exit Lustre without confirmation  
Cancel Burn buffer preallocation  
Access Lustre help system

## Navigation and Viewing

Go to next frame  
Go to previous frame  
Go to next shot  
Go to previous shot  
Go to Playhead A  
Go to Playhead B  
Mark IN for loop play  
Mark OUT for loop play  
Clear IN and OUT  
Play forward  
Play backward  
Play modes toggle  
Play/stop toggle  
Playbacks render view, UI OFF  
Storyboard ON/OFF  
Storyboard viewing modes switch  
Storyboard collapsed toggle  
Enable/disable Storyboard update  
Update current Storyboard thumbnail  
Update all Storyboard thumbnails  
Stop thumbnails update

**Shift+~**  
**Shift+B**  
**Y**  
**Middle+drag**  
**Middle+Right+drag**  
**Ctrl+R**  
**Ctrl+click**  
**R**  
**RR**  
**Tab**  
**Ctrl+C**  
**Ctrl+V**  
**U**

**Shift+drag**

**Alt+drag**  
**Shift+Insert**  
**Shift+Esc**  
**Shift+F1**

**Ctrl (right)**  
**Alt (right)**  
**Right Arrow**  
**Left Arrow**  
**F1**  
**F2**  
**Shift+I**  
**Shift+O**  
**Shift+L**  
**Up Arrow**  
**Down Arrow**  
**. (Numeric pad)**  
**spacebar**  
**Shift+spacebar**  
**Tab**  
**Q**  
**F**  
**Shift+1**  
**.**  
**Shift+.**  
**spacebar**

## Sorting

A-mode sort with heads and tails (H&T) enabled  
A-mode sort with H&T disabled  
C-mode sort by EDL name with H&T enabled  
C-mode sort by EDL name with H&T disabled  
C-mode sort by folder name with H&T enabled  
C-mode sort by folder name with H&T disabled  
C-mode sort by DPX name with H&T enabled  
C-mode sort by DPX name with H&T disabled  
Unsorted shots or Timeline

## Editing

Cut shot  
Join shots from same source  
Interactive visual trimming  
Interactive visual sliding  
Exit interactive mode  
Delete current shot or element  
Scene detection  
Swap two selected shots

## Edit

Match shot from cut to Shot bin  
Match shot from Shot bin to cut  
Timecode delete last digit  
Replace shot  
Replace shot with offset  
Replace exit and confirm  
Edit mode toggle  
Edit operation "plus"  
Edit operation "minus"  
Timecode reset to current  
Timecode type value  
Enter "oo" in timecode

## Timeline

Move focus up  
Move focus down  
Mute ON/OFF focus layer  
Trim mode ON/OFF  
Toggle player, browser, full screen  
Solo ON/OFF  
Copy element(s) and grade ON/OFF  
Copy selected shot and constrain  
Cut element  
Remove splice on element  
Enable/disable slip mode  
Timeline home view

**Alt+F9**  
**Alt+F10**  
**Alt+F11**  
**Alt+F12**  
**Ctrl+Alt+F11**  
**Ctrl+Alt+F12**  
**Ctrl+Alt+Shift+F11**  
**Ctrl+Alt+Shift+F12**  
**Alt+F8**

**Shift+C**  
**Shift+J**  
**Shift+T**  
**Shift+R**  
**Esc**  
**Shift+D**  
**Shift+S**  
**Shift+'**

**Shift+Q**  
**Alt+click**  
**Backspace**  
**Shift+click+drag**  
**Shift+hold+drag**  
**Enter (Numeric pad)**  
**\* (Numeric pad)**  
**+ (Numeric pad)**  
**- (Numeric pad)**  
**/ (Numeric pad)**  
**o to 9 (Numeric pad)**  
**. (Numeric pad)**

**Up Arrow**  
**Down Arrow**  
**Shift+M**  
**T**  
**Enter**  
**Alt+S**  
**Alt+C**  
**Shift+drag**  
**Shift+C**  
**Shift+J**  
**,**  
**Ctrl+right-click**

# Hot Key Card

Focus selection  
Pan Timeline left/right  
Zoom in/out Timeline  
Multiselection  
Broken multiselection  
New layer of current element  
Save current cut and grade file  
Cycle ripple modes (off/start/end)  
Zoom out of Timeline  
Zoom in on Timeline  
Add a dissolve  
Add/remove priority from a shot  
Add/remove priority from a shot  
with focus

## Capture

Pause capture; again to abort  
Restart capture  
Skip current tape  
Typing focus timecode IN  
Typing focus timecode OUT  
Timecode delete last digit

## Playout

Record single shot (video, audio, or both)  
to tape  
Record single shot, video (and/or audio)  
and timecode to tape

## Animation

Enable/disable Autokey  
Delete selected keyframe  
Draw a selection box  
Zoom in/out  
Pan the view  
Delete last point tracked position  
Copy keyframe(s)  
Paste keyframe(s)  
Toggle copy modes (One Fr/All Fr)

## Stereoscopy

Assigns focus layer as left eye  
Assigns focus layer as right eye  
Displays left eye/right eye

## Secondaries

Increase hue rotator value  
Decrease hue rotator value  
Increase saturation value

**Alt+Home button**  
**Middle-click+drag (left/right)**  
**Right-click+drag (left/right)**  
**Shift+select**  
**Ctrl+select**  
**Shift+N**  
**S**  
**Shift+R**  
[  
]  
**D**  
**Shift+right-click**  
  
**Shift+\**

**Esc**  
**E**  
**S**  
**\*(Numeric pad)**  
**/(Numeric pad)**  
**Delete**

**Shift+Insert button**

**Shift+Assemble button**

**Alt+A**  
**Delete**  
**drag**  
**Right+drag**  
**Middle+drag**  
**Backspace**  
**Ctrl (left)+C**  
**Ctrl (left)+V**  
**Alt+C**

**Alt+L**  
**Alt+R**  
;

**Page Up**  
**Page Down**  
**Home**

Decrease saturation value  
Cycle among 48 secondary layers  
Activate/deactivate secondary layer  
Select secondary layer page  
Cycle through active secondary layers

## Geometries

Show/hide geometry  
Add vertices to geometry  
Basic geometry into free-form  
Break or repair tangent  
Delete geometry  
Delete vertices on geometry  
Move mode  
Offset axis center  
Rotate mode  
Scale mode  
Schematic view toggle  
Rotate geometry  
Proportional scale left

## Dust Removal

Delete active dust frames  
Repair box for scanned error  
Show/hide dust removal boxes  
Render dust removal all shots

## Grain Removal

Show/hide subregion boxes  
Delete active subregion boxes  
Select multiple subregion boxes

## Miscellaneous

Background rendering ON/OFF  
Delete active gang  
Delete active preset  
Undo last operation  
Reverse last undo operation

## Display Presets menu for:

Grading, curves, secondaries  
Incinerator ON/OFF  
Render flag OFF current shot  
Render flag ON current shot  
Render flag OFF all shots  
Render flag ON all shots  
Result caching ON  
Result caching OFF

**End**  
**o to 9, -, =**  
**\**  
**Ctrl+(1, 2, 3, 4)**  
**Scroll Lock**  
  
,  
**A**  
**Right+click geometry**  
**Ctrl+click**  
**Shift+D**  
**D**  
**T**  
**Alt+right-click**  
**Z**  
**X**  
~  
**Right-click+drag (on axis)**  
**Click+drag (on Z-axis)**

**Backspace**  
**Shift+click**  
**Z or ,**  
**Shift+Shot button**

**Z**  
**Backspace**  
**Right-click**

**X**  
**Ctrl+Backspace**  
**Ctrl+Backspace**  
**Ctrl+Z**  
**Ctrl+Alt+Z**

**Right+click menu**  
**Shift+W**  
[  
]  
{  
}  
**M**  
**N**

## View Modes

Input Primary view  
 Render view  
 Render view and reparse  
 Result view (default)  
 Reference image view  
 Store current to reference  
 Load *user.config* reference  
 Cycle colour view selections  
 Previous colour view selection  
 Cycle viewer options (Single/Dual/Multi)  
 Previous viewer option  
 Cycle A/B Dual view modes  
 (2-up/Horizontal/Vertical)  
 Previous Dual view mode  
 Cycle Stereo Dual view modes  
 (2-up/Horizontal/Vertical/Blend)  
 Previous Stereo Dual view mode  
 Toggle current and Single view  
 Cycle Multi view modes (2/4/9/16)  
 Previous Multi view  
 Refresh multiple view images  
 Dual heads split view ON/OFF  
 UI update in playback ON/OFF  
 Full/half resolution toggle  
 Zoom 1x and 2x toggle  
 Grayscale/saturated view toggle  
 Result view  
 Overlay show/hide toggle  
 Ratio button ON/OFF  
 Cycle Shot bin view modes  
 Shot name display ON/OFF  
 Video preview ON/OFF  
 User interface ON/OFF  
 RGB waveform monitor ON/OFF  
 Histogram ON/OFF  
 Waveform monitor ON/OFF  
 Vectorscope ON/OFF

## Colour Grading

Delete a grade setup  
 Go to Grading menu  
 Go to Hue Curve menu  
 Go to Lightness Curve menu  
 Go to Saturation Curve menu  
 Go to Secondaries menu

**I**  
**P**  
**Shift+P**  
**O**  
**L**  
**K**  
**Shift+K**  
**Ctrl+F1**  
**Shift+Ctrl+F1**  
**F3**  
**Shift+F3**  
  
**F4**  
**Shift+F4**  
  
**Ctrl+F4**  
**Shift+Alt+F4**  
**F5**  
**Ctrl+F5**  
**Shift+Ctrl+F5**  
**F6**  
**F7**  
**F8**  
**F9**  
**F10**  
**F11**  
**F12**  
**H**  
**V**  
**B**  
**W**  
**J**  
**Enter**  
**Alt+1**  
**Alt+2**  
**Alt+3**  
**Alt+4**  
  
**Ctrl+Delete**  
**Print Scrn**  
**Insert**  
**Home**  
**Page Up**  
**Scroll Lock**

Gang/Solo mode toggle  
 Save current cut and grade file  
 Selector copy

## Grade Bin

Cycle through the four Grade Bin locations **Shift+-**  
 Copy grade to current shot **Double-click bin**  
 Store grade to reference **Right+click bin**  
 Copy grade to selected shots **Shift+double-click bin**  
 Copy Selector parameters to current shot **Alt+double-click bin**  
 Copy current menu parameters to current shot **Ctrl+double-click bin**  
 Copy Selector parameters to selected shots **Alt+Shift+double-click bin**  
 Copy current menu settings to select shots **Ctrl+Shift+double-click bin**  
 Delete selected files in expanded Grade bin **Ctrl+Delete**  
 Delete selected folders in file browser **Ctrl+Delete**

## Pixel Analyzer

Colour/F-stop value display **E**  
 Define current pixel colour **Click**  
 Define subregion colour **Shift+drag**  
 Subregion display ON/OFF ;  
 Monitor subregion ON/OFF '  
 Autograde sampled colour /  
 Match sampled brightness **Ctrl+click**  
 Match brightness balance **Alt+click**  
 Brightness control **Numeric pad**  
 Decrease cyan by 1 point **1**  
 Decrease magenta by 1 point **2**  
 Decrease yellow by 1 point **3**  
 Increase cyan by 1 point **4**  
 Increase magenta by 1 point **5**  
 Increase yellow by 1 point **6**  
 Decrease red by 1 point **7**  
 Decrease green by 1 point **8**  
 Decrease blue by 1 point **9**  
 Increase red by 1 point **NumLock**  
 Increase green by 1 point /  
 Increase blue by 1 point \*  
 Decrease master by 1 point **Enter**  
 Increase master by 1 point +  
 Copy setting from previous shot **0 (zero)**  
 Reset brightness -  
 Half point control **Shift+(same)**

## Curves

Add vertex to mouse position  
Add vertex to locked curve  
Delete selected vertex  
Movement constrained Y-axis  
Movement constrained X-axis  
Pan the curve  
Reset curve zoom in/out  
Reset curve viewer  
Zoom in/out  
Zoom using rectangle zoom  
Zoom using proportional zoom  
Decrease cyan hue value  
Decrease magenta hue value  
Decrease yellow hue value  
Increase cyan hue value  
Increase magenta hue value  
Increase yellow hue value  
Decrease red hue value  
Decrease green hue value  
Decrease blue hue value  
Decrease all hue values  
Increase all hue values  
Increase red hue value  
Increase green hue value  
Increase blue hue value  
Reset curve

## Timeline

Cut element  
Solo ON/OFF  
Move focus up  
Move focus down  
Display Timeline and grading tools  
Drag/drop grade from shot to shot  
Drag/drop grade from shot to selected shots  
Drag/drop Selector parameters to one shot  
Drag/drop Selector parameters to selected shots

**A**  
**Shift+A**  
**D**  
**Shift+drag**  
**Shift+Alt+drag**  
**Middle+drag**  
**Ctrl (right)+left-click**  
**Ctrl (right)+right-click**  
**Right+drag**  
**Alt+drag**  
**Alt (right)+drag**  
**1**  
**2**  
**3**  
**4**  
**5**  
**6**  
**7**  
**8**  
**9**  
**Enter**  
**+**  
**NumLock**  
**/**  
**\***  
**-**

**Shift+C**  
**Alt+S**  
**Up Arrow**  
**Down Arrow**  
**F7**  
**Ctrl+drag+drop**  
**Ctrl+Shift+drag+drop**  
**Ctrl+Alt+drag+drop**  
**Ctrl+Alt+Shift+drag+drop**

## Notes

Move up, down, left, or right  
Delete text  
Go to start of current line  
Go to start of text  
Go to end of current line  
Go to end of text  
Go one text screen up  
Go one text screen down  
Select text  
Select all text  
Add an empty line  
Disable text editor

## Calculators

Erase last digit  
Reset numeric field  
Change sign of the value  
Add value to field  
Subtract value from field  
Calculate the value  
Jump to frame number  
Calculate and apply to field  
Close calculator

**Cursor Arrows**  
**Backspace or Delete**  
**Home**  
**Ctrl+Home**  
**End**  
**Ctrl+End**  
**Page Up**  
**Page Down**  
**Shift+Cursor Arrow**  
**Ctrl+A**  
**Enter**  
**Esc**

**Backspace**  
**Delete**  
**Page Down**  
**Up Cursor Arrow**  
**Down Cursor Arrow**  
**Enter**  
**Enter**  
**Ctrl+Enter**  
**Esc**