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Hotkey Reference Guide

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Published by: Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA 94903, USA

Title: Autodesk Inferno, Autodesk Flame, Autodesk Flare, and Autodesk Flint 2010 Hotkey Reference Guide
Document Version: 1
Date: March 17, 2009

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Introduction

1

Topics in this chapter:

- [Using Hotkeys](#) on page 1
- [How to Use](#) on page 2

Using Hotkeys

Use this document to look up hotkeys used in Autodesk® Inferno®, Autodesk Flame®, Autodesk Flare™, and Autodesk Flint®.

Hotkeys map your keyboard to commonly used functions. When you work with Inferno, Flame, Flare, or Flint, you can use hotkeys 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 hotkeys for the default user are replicated to your user profile. This guide is a useful resource for looking up those default hotkeys.

This guide is also available as part of the online help. To access online help from anywhere in Inferno, Flame, Flare, or Flint, press **Ctrl+=**.

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

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

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

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

How to Use

There are three hotkey domains: local, shared, and global.

Domain:	Is used for:
Local	Hotkeys available only from a specific module or menu. Local hotkeys, starting from Action on page 16, are listed for each module, and the modules are listed alphabetically. If a module uses shared hotkeys, you are referred to the appropriate sections.
Shared	Hotkeys available from several modules or menus. These include the hotkeys for Undo/Redo, playback controls, and file browser navigation. These hotkeys are listed in Shared Hotkeys on page 6. However, if only a few of the hotkeys are shared or are used in a unique way, they may be listed with the module’s hotkeys in Module Hotkeys on page 15.
Global	Hotkeys available from anywhere in the application. These hotkeys are listed in Global Hotkeys on page 3.

Global and Shared Hotkeys

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Topics in this chapter:

- [Types of Hotkeys](#) on page 3
- [Global Hotkeys](#) on page 3
- [Shared Hotkeys](#) on page 6

Types of Hotkeys

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

Global Hotkeys

These hotkeys work anywhere in the application.

Window Management

Use these hotkeys to control shell priority.

Press:	To:
Alt+Tab	Bring the shell in which the application was launched to the foreground

User Interface

Use these hotkeys to set user interface parameters.

	Press:	To:
	Ctrl+Alt+F6	Open the Preferences menu
	Ctrl+Alt+F7	Access a log of system messages for the current session
	Ctrl+Alt+F8	Open the Hotkey 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
	spacebar-drag	Slowly increment the value of a numeric field.
	Alt+spacebar-drag	Rapidly increment the value of a numeric field.
	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
		TIP You must press the keys in the order listed.
New	Shift+Ctrl+' (on the Tilde key)	Toggle 1D LUT display
New	Alt+Ctrl+' (on the Tilde key)	Toggle 3D LUT display

Confirming

Use these hotkeys 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 hotkeys to initialise system peripherals.

Press:	To:
Shift+B+Ins	Toggle audio sync between broadcast and high-resolution monitors
Shift+M+Ins	Initialise the mouse
Shift+T+Ins	Initialise the tablet

LUT Display Options

The following hotkeys correspond to gamma, 1D and 3D LUT display options. These hotkeys correspond to the entries in 1D LUT list and 3D LUT list in the Preferences menu.

The 1D LUT list can include gamma values or imported 1D LUTs.

	Press:	To select:
New	Ctrl+Shift+1	First option in the 1D LUT list
New	Ctrl+Shift+2	Second option in the 1D LUT list
New	Ctrl+Shift+3	Third option in the 1D LUT list
New	Ctrl+Shift+4	Fourth option in the 1D LUT list
New	Ctrl+Shift+5	Fifth option in the 1D LUT list
New	Ctrl+Shift+6	Sixth option in the 1D LUT list
New	Ctrl+Shift+7	Seventh option in the 1D LUT list
New	Ctrl+Shift+8	Eighth option in the 1D LUT list
New	Ctrl+Shift+9	Ninth option in the 1D LUT list
New	Ctrl+Shift+0	Tenth option in the 1D LUT list
New	Ctrl+Shift+' (on the tilde key)	Toggle 1D LUT display mode

The following hotkeys correspond to the entries in the 3D LUT list.

	Press:	To select:
New	Alt+Shift+1	First option in the 3D LUT list
New	Alt+Shift+2	Second option in the 3D LUT list
New	Alt+Shift+3	Third option in the 3D LUT list
New	Alt+Shift+4	Fourth option in the 3D LUT list
New	Alt+Shift+5	Fifth option in the 3D LUT list
New	Alt+Shift+6	Sixth option in the 3D LUT list

	Press:	To select:
New	Alt+Shift+7	Seventh option in the 3D LUT list
New	Alt+Shift+8	Eighth option in the 3D LUT list
New	Alt+Shift+9	Ninth option in the 3D LUT list
New	Alt+Shift+0	Tenth option in the 3D LUT list
New	Alt+Shift+' (on the tilde key)	Toggle 3D LUT display mode

Debug and Utility

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

	Press:	To:
	Shift+V+Ins	Toggle debug video

Exiting

Use these hotkeys to exit the application.

	Press:	To:
	Alt+F12	Exit the application
	Shift+Ins	Exit the application

Shared Hotkeys

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

Channel Editor

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

Edit Modes

Use these hotkeys 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

Press:	To switch to:
S	Select mode
T	Translate mode where you can drag over the Channel Editor to move the entire selected curve TIP Similar to Move mode, except you cannot constrain movement along the X-, Y-, or Z-axis.
Alt+U	Auto mode TIP 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 hotkeys to animate channels and apply expressions.

	Press:	To:
	K+click field	Set a keyframe on the current frame at the current value
New	Ctrl+click field	Set a keyframe on the current frame at the default value
	Del+click field	Delete the keyframe at the current frame
New	Shift+Del+click field	Delete all keyframes on the channel except the current keyframe
New	Shift+click field	Select channel in the channel hierarchy
New	Shift+double-click field	Open channel editor with selected channel framed and highlighted
New	Ctrl+Shift+click field	Add channel to selection (or unselect if already selected)
New	Ctrl+Shift+double-click field	Open channel editor and add the selection to the already selected channel
New	Alt+click field	Reset channel to current value. The channel is deleted, but the current value is kept in the field.
New	Ctrl+Alt+click field	Reset channel to default value
	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
	Ctrl+L	Link the channel

Press:	To:
]	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 TIP 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 TIP 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 hotkeys 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 TIP 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
. (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 support up to four viewports and a split bar. Use these hotkeys 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
Ctrl+num pad 5	View the most recently stored or selected frame in the reference buffer TIP 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

TIP Use this hotkey to import multiple files in a single session.

Image Window Controls

Use these hotkeys 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

Press:	To:
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
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 hotkeys to create, animate, view, and modify objects defined by vertices such as garbage masks, surfaces in Action, and warp/morph lattices. Many of these hotkeys 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 [Module Hotkeys](#) on page 15.

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) TIP Drag over the first or last keyframe or a channel to scale it along the X-axis.
Y	YScale mode TIP Drag over any keyframe to scale its channel along the Y-axis, relative to the selected keyframe.

Colour Picker

Use this hotkey when using the colour picker from a module.

Press:	To:
Shift-click	Pick a colour from an image without opening the colour picker TIP 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, and Text. All other modules support one level of undo.

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

Module Hotkeys

3

Topics in this chapter:

- [Introduction](#) on page 16
- [3D Blur \(not applicable to Flint\)](#) on page 16
- [Action](#) on page 16
- [Batch](#) on page 17
- [Batch Paint](#) on page 19
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- [Clip I/O](#) on page 25
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- [Text](#) on page 55
- [Warper](#) on page 58

Introduction

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

3D Blur (not applicable to Flint)

Use these hotkeys when working with depth-of-field and motion blur in the 3D Blur node in Batch.

Action

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

- [Channel Editor](#) on page 6
- [Multiple Views](#) on page 9
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Multiple Views

In addition to the shared multiple views hotkeys described in [Multiple Views](#) on page 9, these hotkeys are specific to the Action module.

Schematic Editing

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

Edit Modes

Use these hotkeys to switch to different edit modes.

Selecting Vertices

Use these hotkeys to select vertices.

Moving Axes

Use this hotkey to move axes in the image window.

Camera and Lighting Options

Use these hotkeys in the Camera or 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 hotkeys to move quickly from media to media, and to set some media effects efficiently.

Reset All

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

Output Resolution

Use these hotkeys to set image resolution.

Batch

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

- [Channel Editor](#) on page 6
- [Multiple Views](#) on page 9
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13
- [Tracer Garbage Masks](#) on page 40
- [Colour Warper](#) on page 30

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 hotkeys.

Viewing Images

Use these hotkeys 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.

Notes

Use these hotkeys to 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.

Edit Modes

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

Marking Clips

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

Schematic Editing

Use these hotkeys 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 TIP 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) TIP You cannot paste deleted nodes.
Ctrl+D-hold	Temporarily display dependent nodes only
P	Switch to Parent mode
Ctrl-click	Add a Layer node to the selected Action node in the Batch schematic by Ctrl-clicking the Add button
Alt-drag	Set the camera's point of interest

Press:	To:
(equal sign)-click	Set Context TIP You can set two context points in Batch.
F10-click	Set Audio Context
U	Update selected nodes TIP 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 clip, set timecodes from a clip to the Output node. ■ First select the Burn-In node. When performing T-click on clip, load the key-code from the clip to the Burn-In node in Batch. NOTE Not applicable to Flint.
T-click	Perform one of the following: <ul style="list-style-type: none"> ■ When performing a T-click on a clip, or a BFX Output, Output or Export node, set the batch duration to the duration of the selected clip or node. ■ When performing a T-click on a Burn-in Timecode node, apply the clip attributes to the output node. TIP 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 hotkeys when working in Batch Paint. For other Batch hotkeys, see [Batch](#) on page 17.

Press:	To:
F1	View the Front clip
F1+F1	View the Source Front clip
F3	View the Matte clip
F3+F3	View the Source Matte clip
F4	View the Result clip
F4+F4	View the Output Matte clip

Press:	To:
Esc	Toggle between the schematic and the current view
Ctrl+click Add button	Add a Source Node
H	Hide strokes
Tab	Display the Show button
Ctrl+Shift+drag	Offset the reference image
S+drag right	Increase the brush size
S+drag left	Decrease the brush size
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 hotkeys while editing sequences of source clips in the Batch timeline. For hotkeys that the Batch timeline shares with other modules, see:

- [Channel Editor](#) on page 6
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Timeline Modes

Use these hotkeys to set modes in the timeline.

Press:	To toggle:
Alt+L	Lock mode

Press:	To toggle:
Alt+M	Timeline Snap mode
Alt+R	Ripple mode
Alt+T	Trim mode
Shift+T	Timecode display in the timeline
Ctrl+Alt+T	Timecode display in the Playback controls

Information Display

Use this hotkey to display information about elements in the timeline.

Press:	To:
Alt-click	Display information about an element in the timeline

TIP You can **ALT**-click a segment, dissolve, cue mark, or segment mark to display information.

Editing

Use these hotkeys 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

	Press:	To:
	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)
	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	Alt+D	Delete a layer from the Batch or Player timeline
	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

Press:	To:
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
	TIP You must press ; before you press spacebar.
/+right arrow	Slide selected segment to the right
/+left arrow	Slide selected segment to the left
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
Ctrl+P	Toggle between Proxies and Full Res mode from the soft effect editors

Working with the Timeline

Use these hotkeys 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
	TIP 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
Alt+N	Go to next transition on any track
B	Go to previous transition on current track
Alt+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

Press:	To:
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 hotkeys 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 hotkeys to select elements in the timeline.

Press:	To:
Click	Select an element
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 TIP 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 TIP 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 hotkeys to work with audio.

Press:	To:
Ctrl-drag (positioner)	Fast scrub audio TIP 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 TIP 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 hotkeys 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
Ctrl+P	Output in assemble mode from the Output Clip module
P	Process

Clip Library

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

Browsing Clip Libraries

Use these hotkeys 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

Press:	To:
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
	TIP 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 hotkeys 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
S	Select all
U	Unselect all
spacebar-click	Duplicate clip
	TIP While pressing spacebar , drag from one clip to a destination. The selected clip is copied to that location.
Ctrl-click	Add entry to selection
	TIP Ctrl-click a selected entry to deselect it.
Alt-click	Select top-level entry only

Press:	To:
Shift-click	Select a range of entries TIP 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 TIP 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. TIP You can also Alt -click the Remove button to delete selected clips without having to confirm.
K	Keep selected entries (delete unselected) TIP 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 TIP When you sort a clip library, its contents are displayed hierarchically, starting with desktops, then reels, and finally individual clips.
F	Refresh library TIP 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 TIP 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 hotkeys while colour correcting clips using the Colour Corrector. For hotkeys that the Colour Corrector shares with other modules, see:

- [Channel Editor](#) on page 6
- [Multiple Views](#) on page 9
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12

- [Colour Picker](#) on page 12
- [Undo/Redo](#) on page 13

Views

Use these hotkeys to set the view for the image window.

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

Colour Sampling and Colour Balance

Use these hotkeys when sampling colours from an image or when adjusting the colour balance.

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
Z-drag	Adjust Shadows colour balance directly in the image window
C-drag	Adjust Highlights colour balance directly in the image window
X-drag	Adjust Midtones colour balance directly in the image window
V-drag	Adjust Master colour balance directly in the image window

Edit Modes

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

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

Overlay User Interface

Use these hotkeys to modify the Overlay user interface, which can be displayed in both the Colour Corrector and the Colour Warper.

Miscellaneous Functions

Use these hotkeys 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
Alt+' (on the tilde key)	Hide menu panel
Esc	Exit Colour Corrector

Colour Warper

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

- [Channel Editor](#) on page 6
- [Image Window Controls](#) on page 10
- [Multiple Views](#) on page 9
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Views

Use these hotkeys 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
4	Toggle to Modular Keyer result view
Shift+1	View the result audio marked as Context1
Shift+2	View the result audio marked as Context2

Press:	To:
Esc	Toggle between the current view and Schematic view

Histogram Controls

Use these hotkeys 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 hotkeys 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
V-drag	Use trackball appearing in Trackball option box
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

TIP Initial softness and tolerance must be defined before you can use this hotkey.

Compositor

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

- [Channel Editor](#) on page 6

- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Undo/Redo](#) on page 13

Views

Use these hotkeys 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 hotkey to scale a composite.

Press:	To:
Alt-drag	Proportionally scale a composite layer

TIP 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 hotkeys when removing film grain from a clip using Degrain. For hotkeys that Degrain shares with other modules, see:

- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10

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

Desktop Reels

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

- [Undo/Redo](#) on page 13

- [Player](#) on page 50



Menus

Use these hotkeys 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 hotkeys to collapse, expand, and play clips.

Press:	To:
Enter	Play the clip forward TIP The cursor must be over a clip to play it.
Backspace	Play the clip backward TIP The cursor must be over a clip to play it.
spacebar	Stop playback when playback was initiated using hotkeys TIP 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 TIP 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 TIP 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
A	Toggle the option in the Audio Follows Video box TIP The option in the Audio Follows Video box is displayed only for the duration that you press A .

Press:	To:
Esc	Load the clip into the Player TIP The cursor must be over the clip.
Ctrl+Esc	Load an entire reel into the Player TIP 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 TIP While pressing spacebar , drag a clip to a destination. The clip is copied to that destination.
Ctrl+spacebar-click	Duplicate the frame TIP 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 TIP 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 TIP 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 TIP 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 hotkeys while creating mattes using Difference. For hotkeys that Difference shares with other modules, see:

- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10

Views

Use these hotkeys to set the view in the image window.

Press:	To view:
F1	The front clip

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

Distort

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

- [Channel Editor](#) on page 6
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Working with Splines

Use these hotkeys 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
C	Close a spline
F	Finish a single-point or open 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
	TIP 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 hotkeys 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 hotkeys while loading, editing, and exporting EDLs. For hotkeys that the EDL modules share with other modules, see:

- [File Browser](#) on page 10
- [Undo/Redo](#) on page 13

Browsing EDLs

Use these hotkeys 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

Press:	To:
Alt+ - (minus sign)	Close current EDL
Alt+Ctrl+ - (minus sign)	Close all EDLs
Alt+Ctrl+S	Sort EDL TIP 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 TIP 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 TIP You can also use this hotkey to exit Assembly Options.

Editing EDLs

Use these hotkeys 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

Press:	To:
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
Del	Apply cut transition (splice) to current event
Page Down	Apply wipe transition to current event
Tab	Enable video track TIP To use this hotkey, 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 TIP Use in conjunction with the Tab hotkey.
W	Enable track A2 TIP See Tab hotkey.
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 hotkeys while applying filters to clips using Filter. For hotkeys that Filter shares with other modules, see:

- [File Browser](#) on page 10

- [Image Window Controls](#) on page 10

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
F4	Switch to Result clip view
Ctrl-click	Set proxy

TIP 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 hotkeys when working on garbage masks. For a list of hotkeys that the Garbage Mask share with other modules, see:

- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12

Schematic Editing

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

Press:	To:
Ctrl+C	Copy the selected node
Ctrl+X	Delete the selected node

TIP 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

Press:	To:
H	Hide/unhide selected nodes
	TIP Hidden nodes cannot be seen in Perspective view.
Alt-drag	Set the camera's point of interest

Working with Garbage Masks

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

Press:	To:
0 (zero)	Enable pickers

Press:	To:
Ctrl+A	Select all vertices in Scale mode and then drag an inner or outer softness range vertex to scale it TIP 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 TIP You can scale multiple pickers simultaneously using the Ctrl+A hotkey.

Keyer

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

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Views

Use these hotkeys 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 TIP Hidden nodes cannot be seen in Perspective view.
' (on the tilde key)	Toggle between Schematic and current view TIP This hotkey only works in the Key>Mask menu.

Keying

Use these hotkeys 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
	T	Increase tolerance TIP This function only works in the Key>Range menu.
	S	Increase softness TIP This function only works in the Key>Range menu.
New	O	Plot (sample colours from front clip for hue shift and colour suppression, for example) TIP This function only works in the Key>Range menu.
	9	Toggle display of garbage mask outline shapes TIP This function only works in the Key>Mask menu.

Master Keyer

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

- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Views

Use these hotkeys 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 hotkeys 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 hotkeys 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

Use these hotkeys while assembling process trees in the Modular Keyer. For hotkeys that the Modular Keyer shares with other modules, see:

- [Channel Editor](#) on page 6
- [Multiple Views](#) on page 9
- [File Browser](#) on page 10

- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13
- [Colour Warper](#) on page 30
- [Tracer Garbage Masks](#) on page 40

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 hotkeys.

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 hotkeys 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 TIP When you press Ctrl+C , any copied nodes appear immediately. No paste function is required.
Ctrl+X	Delete selected nodes TIP You cannot paste cut nodes.

Press:	To:
= (equal sign)-click	Set Context TIP You can set two context points in the Modular Keyer.
T-click	Toggle proxy preview TIP 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 TIP 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 (not applicable to Flint)

Use these hotkeys when working with the Keyer-3D 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 TIP Use the O hotkey 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 TIP The plotted colour is indicated in the RGB viewer by a Plot box and crosshair.

Press:	To:
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 Viewing Functions

Press:	To:
O	Plot a colour in the image <u>TIP</u> 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 Framing Functions

	Press:	To:
New	Shift+A	Display all objects
New	Shift+0	Display all objects with values between 0 and 1
New	Shift+F	Display all the objects within the selected range
New	Shift+O	Display all objects with values between 0 and 1 and the plotted value

Optics

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

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10

- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Views

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

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10 (there are some differences—see below)
- [Edit Modes](#) on page 12 (there are some graphic object editing tools specific to Paint—see below)
- [Undo/Redo](#) on page 13

NOTE For Batch Paint hotkeys, see [Batch Paint](#) on page 19.

Views and Display

Use these hotkeys 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
	TIP 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

Press:	To:
Alt+T	Toggle Show transparency TIP 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 TIP This is not the usual hotkey for zooming in the image window (Ctrl+up arrow).
down arrow	Zoom out TIP This is not the usual hotkey 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
F	Play short flipbook TIP 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 TIP See F hotkey.

Paint Menu

Use these hotkeys to set display options and brush attributes.

Press:	To:
' (on the tilde key)	Toggle the grid menu
O	Toggle brush zooming

Press:	To:
Shift+C	Toggle display of brush size circle
H	Toggle display of crosshair cursor
Ctrl+R-click	Set roll TIP 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 hotkeys 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 TIP If you do not press Alt while drawing a circle or rectangle, you draw the object from edge to edge.

Press:	To:
A-click	Add a vertex to a polygon object TIP 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 TIP 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 TIP To work with tangent handles, Bezier must be selected from the Graphics Attributes controls.
P-click	Scale an object proportionally TIP Press P and drag the Scale vertex of the object's transformation box.

Player

Use these hotkeys while playing clips on the desktop in the Player. For hotkeys that the Player shares with other modules, see [Undo/Redo](#) on page 13.

NOTE Editing clips in the Player use the same hotkeys as editing in Batch. See [Batch](#) on page 17.

Playing Clips

Use these hotkeys 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
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

Press:	To:
Alt-click	Scrub a clip at a constant frame rate TIP 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 TIP 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 hotkey when starting the application.

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

Regrain

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

- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

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 hotkeys when resizing clips using the Resize module. For hotkeys that the Resize module shares with other modules, see:

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Undo/Redo](#) on page 13

Press:	To:
F1	View the front clip
F4	View the result clip
Alt+2	View both the front and result clip in a split view
Shift-drag	Preserve the aspect ratio when resizing a crop box TIP 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

Press:	To:
Shift-drag	Constrain the crop box to the X- or Y-axis when dragging it in the image window

Sparks

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

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Undo/Redo](#) on page 13

Views

Use these hotkeys to set the view in the image window.

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

Tracker Buttons

Use these hotkeys to navigate the Tracker buttons in the Stabilizer menu.

Press:	To:
1	Enable Tracker1
2	Enable Tracker2

Press:	To:
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 hotkeys 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

Press:	To:
Esc	Exit Stabilizer

Text

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

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Undo/Redo](#) on page 13

Views

Use these hotkeys to set the view in the image window.

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

Navigating Text

Use these hotkeys 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

Press:	To:
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)
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 hotkeys 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 hotkeys 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 TIP 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 TIP 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

Press:	To:
Ctrl+Backspace	Undo
Shift+Backspace	Redo
Ctrl+Shift+spacebar	Pan text
Alt+(num pad)+Enter	Enter ASCII code character <hr/> TIP 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. <hr/>
Ctrl+Shift+F1	Define Style 1 with selection
Ctrl+Shift+F2	Define Style 2 with selection
Ctrl+Shift+F3	Define Style 3 with selection
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 <hr/> TIP 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. <hr/>
Alt+K	Change the kerning of selection <hr/> TIP 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. <hr/>

Press:	To:
Alt+L	Change the leading of the selection TIP 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. TIP 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
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 hotkeys while warping and morphing clips using the Warper. For hotkeys that the Warper shares with other modules, see:

- [Channel Editor](#) on page 6
- [File Browser](#) on page 10
- [Image Window Controls](#) on page 10
- [Edit Modes](#) on page 12
- [Undo/Redo](#) on page 13

Views

Use these hotkeys to set the view in the image window.

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

Press:	To view:
F4	The result clip

Edit Modes

Use these hotkeys to set additional modes available with the Warper.

	Press:	To:
	F	Switch to Freehand mode
	Ctrl-click	Exit Freehand mode TIP 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.
New	Shift+M	Switch to Magnet mode TIP 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 TIP 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 hotkeys when working with mesh vertices.

	Press:	To:
	H	Toggle the display of the mesh and axis
	Ctrl-drag	Select points inside a selection box TIP Ctrl-click to cancel this operation.
	Shift-drag	Unselect points inside a selection box TIP Shift-click to unselect a single point in a selection box.
	Shift+left arrow	Nudge selected mesh vertices left
	Shift+right arrow	Nudge selected mesh vertices right
	Shift+up arrow	Nudge selected mesh vertices up
	Shift+down arrow	Nudge selected mesh vertices down
	spacebar-drag	Pan a freehand mesh draw
	Ctrl+up arrow	Zoom in TIP 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.

Press:	To:
Ctrl+down arrow	Zoom out

TIP See previous hotkey.
