Keyboard And Mouse Shortcuts

VERSION 8.X

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with Additions by Dave Green & Ciaran Abrams

Keyboard and Mouse Shortcuts

Performance Page

- shift click and drag on stage visualisation to rotate around stage
- alt click and drag on stage visualisation to pan around stage
- shift F7 or F8 or F9 to store stage visualisation view point
- F7 or F8 or F9 to jump to stored stage visualisation view point
- F11 interpolate between stored stage visualisation view points
- mouse scroll wheel to zoom in and out of stage visualisation
- Alt click and drag on media tile or group selection to move them around
- F4 - open tap widget
- F6 - toggle roller or sphere display
- Tab – store scene trigger
- ctrl B - buddy selected clips
- ctrl click on clip to lock to selected fixture group
- ctrl U - un-lock and un-buddy clip
- ctrl M - midi learn on selected clip
- ctrl I - clip info (displays the Artnet channel)
- < > - adjust speed up and down (, or . also do the same thing)
- ctrl T - timecode trigger offset learn
- home - toggles display of clip midi timecode trigger offset
- page up / page down - when triggers are not visible – master video offset midi timecode adjust (if video is ahead push up, if behind push down)
- page up / page down - when triggers are visible - adjust per clip midi timecode trigger
- shift page up / page down - master lighting offset adjust midi timecode adjust
- ctrl F - displays filenames for all clips
- space bar to go to next media tile
- arrow keys to navigate around media tiles
- ':' hide media tiles
- '#' hide layer widget and banks
- ctrl R – reload selected media tiles from designated folder
- ctrl C – copy selected media tiles
- ctrl X – cut selected media tiles
- ctrl V – paste selected media tiles
- ctrl delete – delete selected media tiles
- esc - leave full screen window
- f1 – open manual
- f2 – go to avolites media forum

Timeline Page

- drag wav file from explorer onto timeline to insert waveform display
- click drag timeline to navigate timeline
- shift click and drag to multi select media or keyframes
- ctrl click to multi select media or keyframes
- alt click and drag to move media
- alt click and drag bracket to change length of media (loop / cut not timestretch)
- +/- - add or remove layers to selected fixture group timeline
- ctrl e - clear timeline
- insert key - add marker / remove marker at current cursor pos
- ctrl c - copy selected clipnodes or keyframes
- ctrl v - paste clipnodes / keyframes
- m - move selected media
- [/] jump to beginning / end of selected media or first / last clip if nothing selected
- delete - to remove selected keyframes
- return - play / stop from current cursor position
- space bar - play / stop from original cursor position
- up arrow - navigate timeline upwards (per frame)
- down arrow - navigate timeline downwards (per frame)
- ctrl R - remove media patch and play media directly from timeline

Stage Construction Page

Stage Modelling

- shift click and drag on stage visualisation to rotate around stage
- alt click and drag on stage visualisation to pan around stage
- shift F7 or F8 or F9 to store stage visualisation view point
- F7 or F8 or F9 to jump to stored stage visualisation view point
- F11 interpolate between stored stage visualisation view points
- mouse scroll wheel to zoom in and out of stage visualisation
- g – toggle grid visibility

Surface Modelling

- F : switches between single and four way window mode
- L : Lock/Unlock the current window
- 1 – 6 : Default camera views
- 0 : Toggle between orthographic and perspective views
- T : translate
- R : rotate
- S : scale
- Escape : Stop translating/rotating/scaling
- Delete/Backspace : Remove selected objects
- Arrow keys : move selected vertices by 0.1 units
- Arrow keys + shift : move selected vertices by 1 unit

Whilst translating, rotating or scaling:

- X : lock to X axis
- Y : lock to Y axis
- Z : lock to Z axis

Whilst Selecting Vertices

- Hold A : Append vertices to the selection.
- Hold C : Clear / Remove vertices from the selection.

Canvas Editor Page

- T : Select the translate tool
- R : Select the rotate tool
- S : Select the scale tool
- I : invert selection
- Shift + X : Select all vertices that share the same Y value as the selection (i.e they are horizontally even). If multiple co-ordinates are selected then it will apply this to each co-ordinate
- Shift + Y : Select all vertices that share the same X value as the selection (i.e they are vertically even). If multiple co-ordinates are selected then it will apply this to each co-ordinate
- Ctrl + X : Align the selected co-ordinates X value. This will take the average of the selected co-ordinates and snap them all to that value
- Ctrl + Y : Align the selected co-ordinates Y value. This will take the average of the selected co-ordinates and snap them all to that value

Output Page

- arrow keys (in screen fixture mode) - move selected output region
- arrow keys + ctrl (in screen fixture mode) - move selected canvas region
- arrow keys (in projector mode) - move selected vertices according to the specified amount
- shift + arrow keys - move selection in 10 unit steps
- Ctrl + c - copy selected region
- Ctrl + v - paste selected region horizontally
- Ctrl + shift + v - paste selected region vertically
- tab - next region / vertex
- shift tab - previous region / vertex

Salvation (Node Based Programming Patches)

- Space + left click + drag - scroll window contents
- Ctrl + q - quit
- Ctrl + w - close window
- Ctrl + tab - switch windows
- Ctrl + o - open patch
- Ctrl + z - undo
- Ctrl + shft +z - redo
- ctrl + x - cut
- ctrl + v - paste
- ctrl + a - select all
- ctrl + d - deselect all
- Ctrl + / - - zoom in / out
- Ctrl + g - group modules into subpatch
- delete - delete selected modules / patches / components
- Ctrl + left click on module / patch - select components on modules or patches
- ctrl + left click + drag on module / patch - multi select component on modules or patches