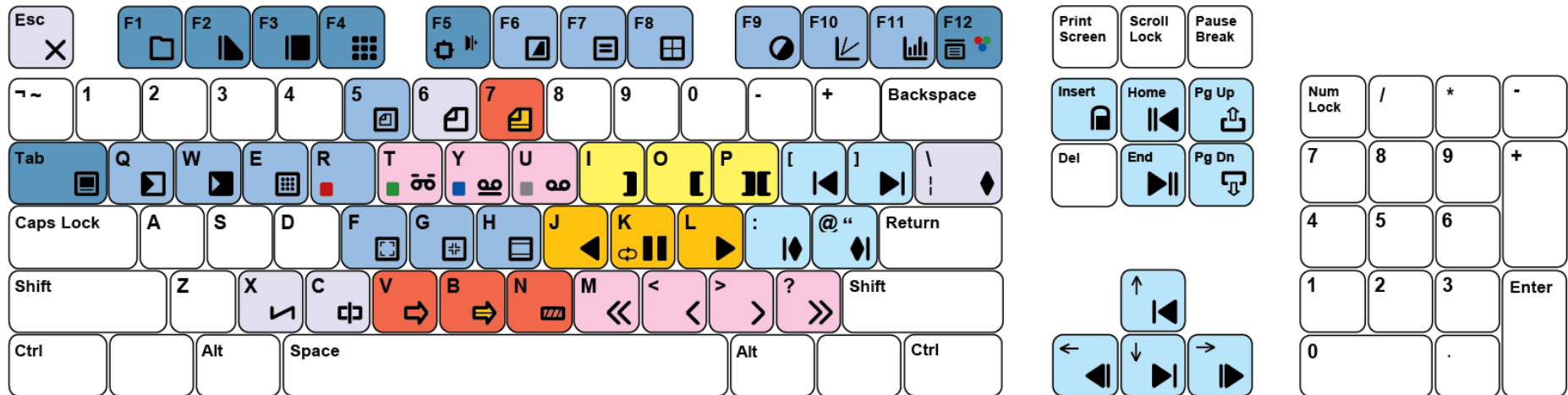




Keyboard Shortcuts





General		File Browser	
Minimize application	+ D	Refresh file list	Ctrl + R
Full screen Toggle	Tab		
Cancel	Esc		
Ok and close	Return	Viewer	
Undo (redo)	Ctrl + Z (Ctrl + Shift + Z)	Full screen	Tab
Select (deselect) all	Ctrl + A (Ctrl + Shift + A)	Full screen + controls	Ctrl + Tab
Add to selection	Ctrl	Zoom in (out)	+ (-)
Range selection	Shift	Pan	Ctrl
Delete selection	Delete	Zoom to fit	F
Save project	Ctrl + S	Zoom 1:1	G
		Aspect correction	H
Module		Red channel (lock)	R (Shift + R)
Library / player toggle	F1	Green channel (lock)	T (Shift + T)
Timeline view	F2	Blue channel (lock)	Y (Shift + Y)
Shots view	F3	Alpha channel (lock)	U (Shift + U)
Keyframe editor	F4	Show reference	5
Effect view	F5	Update reference	Ctrl + 5
Toggle large view	Ctrl + F2/F3/F4	Quad Zoom View	Numpad Pad 0
Toggle split view	Ctrl + F5		
		Keyframe Editor	
		Zoom to fit animation	F
		Zoom to selection	G



Viewer Tools		Transport Tools	
Compare view	F6	Full screen with transport control	Ctrl + Tab
Compare mode	Shift + F6	Play forward (backward)	Space (Shift + Space)
Compare source	Ctrl F6 (Shift + Ctrl + F6)	Stop playback	Space
Reset Compare Wipe	Ctrl + 8	Step 1 frame	Left / Right
Swap wipe	Ctrl Shift +8	Step 1 second	Shift + Left / Right
HUD view	F7 / S	Forward x1,2,3,5,8	L
HUD Next (Previous)	Ctrl F7 (Ctrl + Shift + F7)	Backward x1,2,3,5,8	J
Grid view	F8	Pause playback	K
Grid Next (Previous)	Ctrl+ F8 (Ctrl+Shift + F8)	Forward x0.25	K + L
Mask view	F9	Backward x0.25	K + J
Mask Next (Previous)	Ctrl + F9 (Ctrl+ Shift + F9)	Loop play mode	Ctrl + K
Curves view	F10	Zoom in (out)	Numpad + (Numpad -)
Histogram view	F11	Pan	Ctrl
Reset histogram region	Shift + F11	Vertical scale	Ctrl + Shift
Toggle CMS on/off (Open CMS dialog)	F12 (Ctrl+F12)	Zoom to fit	F
		Zoom to selection	G
		Jump to start	Home
		Jump to end	End



Transport Tools		Timeline Editing	
Set play head A B C D	Ctrl 1 2 3 4	Insert (remove) scene edit	C (Ctrl + C)
Cue to selected A B C D	Ctrl Shift 1 2 3 4	Insert scene field edit	Shift + C
Mark in	I	Toggle scene edit on/off	Alt + C
Mark out	O	Splice	V
Mark selection	P	Splice black	Ctrl + Shift + V
Clear mark in	Ctrl + I	Splice AUX	Ctrl + Alt + V
Clear mark out	Ctrl + O	Overwrite	B
Clear marks	Ctrl + P	Overwrite black	Ctrl + Shift + B
Jump to mark in	Shift + I	Overwrite AUX	Ctrl + Alt + B
Jump to mark out	Shift + O	Remove	Delete
Jump to previous edit	[or Up	Trim / Segment / Direct	Ctrl + U - Cycles between modes
Jump to next edit] or Down	Shot slide mode	Ctrl + T
Jump to shot end frame	Ctrl +] or Down	Shot slip mode	Ctrl + Y
Jump to previous shot end frame	Ctrl + [or Up	Trim back 1 frame	<
Jump to TC box	Not in current release	Trim forward 1 frame	>
Cue to selected event In Events view	Ctrl + 5	Trim back 10 frames	M
Toggle Frame/Timecode	Ctrl + =	Trim forward 10 frames	?
Force Render Current	Ctrl + Shift + R	Insert transition	X
Render Between I/O	Ctrl + R	Dynamic start/end	Ctrl + X
Render output	Alt + R	Add (remove) shot vers. (Sel shot in Lib)	Ctrl (Shift) + N





Effects Navigation		Segment Mode	
Bypass to Source (Toggle)	Q	Copy selected segments	Ctrl + C
Bypass to Input FX (Toggle)	W	Splice copied segments	Ctrl + V
Bypass to Base Layer (Toggle)	E	Overwrite copied segments	Ctrl + B
Bypass to Selected (Toggle)	Ctrl + E	Click and drag to copy	Hold C while clicking
Edit previous effect	Ctrl + Q	Adjustment Segments	
Edit next effect	Ctrl + W	Splice adjustment segment	Shift + V
Active shot up	Page Up	Overwrite adjustment segment	Shift + B
Active shot down	Page Down		
Lock active segment	Insert	Memories	
Toggle layer Cache	Ctrl Ins	Show reference	5
Clear layer cache	Ctrl Del	Update reference	Ctrl + 5
Open Effects List	Shift + E	View memories bins	Shift + 5
Layer Bypass (Toggle)	Ctrl + L	Save note memory	6
Layer Show (Toggle)	Ctrl + Shift + L	Save note still	Ctrl + 6
		Recall (append) memory	7 (Ctrl + 7)
Printer Lights Control	1 Stop is 8 Points (Set in Preferences)	Previous memory	Shift + 6
Printer light control from the keyboard	Ensure NUMPADLOCK is OFF	Next memory	Shift + 7
Increase Red by 1 Stop (Decrease by 1)	Numpad 7 (4) Shift .5 stop changes	Update Shot	.
Increase Green by 1 Stop (Decrease by 1)	Numpad 8 (5) Shift .5 stop changes	Master Reset	0
Increase Blue by 1 Stop (Decrease by 1)	Numpad 9 (6) Shift .5 stop changes	Reset Current Layer	Ctrl + 0
RGB + 1 Stop (RGB -1 Stop)	Numpad Enter	Reset current tool	Shift + 0
		Reset all incl Input FX	Alt + 0



Parameter Editing		Shape Creation and Editing	
Use Numeric Keypad	Numpad Key 2 4 6 8 as arrow keys	Multiple create mode	Ctrl
Value nudge (Depend on Preference--)	Left Right (or Numpad arrows)	Close Polygon / Bezier or Auto Bezier	Esc
Sub-value nudge	Ctrl + Left Right	Create centre to edge	Ctrl
Nudge value x10	Shift + Left Right	Constrain aspect	Shift
Add keyframe	\	Create Var soft Drag point while holding I or O	I and O
Start new dynamic region	Ctrl + \	Change shape colour For variable softness	P
End dynamic region	Shift + \		
Toggle dynamic region	Alt + \	Multiple point select	Ctrl
Remove keyframe	Ctrl + Shift + \	Range point select	Shift
Toggle auto-keyframe	Alt + Ctrl + \	Constrain point move to compass directions	Shift
Jump to previous keyframe	;	Point pixel nudge	Up Down Left Right
Jump to next keyframe	Shift + ;	Point sub-pixel nudge	Ctrl + (Up Down Left Right)
Jump to first keyframe	Ctrl + ;	Point pixel nudge x10	Shift + (Up Down Left Right)
Jump to last keyframe	Ctrl + Shift + ;	Delete point	Delete
		Break sway point on move	Ctrl + Shift
Transform		Join point on move	Ctrl + Shift
Pixel nudge	Up Down Left Right	Priority to tangent handle selection	Z
Sub-pixel nudge	Ctrl + (Up Down Left Right)	Zero point tangent Handles	Ctrl + X
Pixel nudge x10	Shift + (Up Down Left Right)	Break tangent handle on move	Ctrl + Shift
Constrain scale	Shift	Unify tangent handle on move	Ctrl + Shift
Constrain translate to compass directions	Shift	Select all points	Ctrl + A
Constrain rotate to 15 degree intervals	Shift	Deselect all	Ctrl + Shift + A

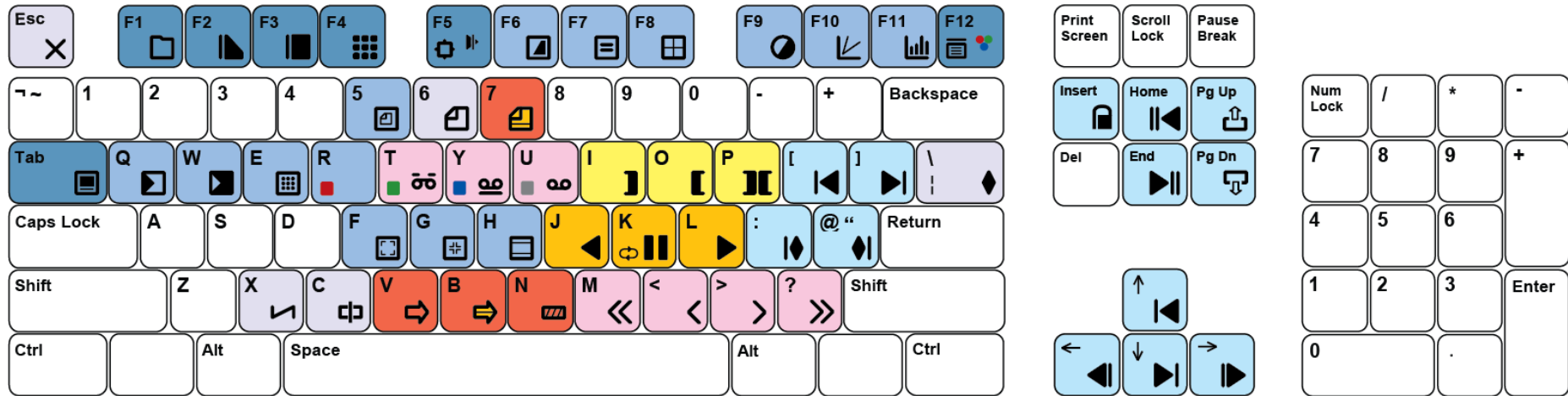


Bookmarks			
Bookmark list	M		
Bookmark add dialog	Ctrl + M		
Paint			
Mixdown	Insert		
Clear	Delete		
Brush	1		
Rect	2		
Erase On/Off (Toggle)	4 (+ Shift)		
Special Phoenix Hotkeys		See Examples Directory	
Bypass to Source (Toggle)	 Up Arrow / W		
Bypass to Input FX (Toggle)	 Down Arrow / Q		
Layer Show (Toggle)	Ctrl + Shift + L and S		
Compare view	 F6 / E		
Compare mode	 Shift + F6 / Shift +E		
Compare source Next	 Ctrl F6 / Ctrl +E		
Step 1 frame	Left Arrow & Right Arrow / A and D		
Previous event	[
Next Event]		



DVO Fix		DVO Fix - Scale Paint stroke	
Reveal On/Off (Toggle)	3 (+Shift)	Scale stroke down	Numpad 7
Clone Offset Back (Forwards)	, (.)	Scale stroke up	Numpad 9
Cycle Mode	8	Scale down faster	Shift + Numpad 7
AutoFix Cycle Use	9	Scale up faster	Shift + Numpad 9
AutoClone Mode On/Off (Toggle)	0 (+ Shift)	Scale reset	Alt + Numpad 5
AutoClone Cycle Results	A		
		DVO Fix - Rotate Paint stroke	
DVO Fix - Move Under		Scale stroke down	Numpad 1
Move Under - using mouse	Alt and Drag Mouse	Scale stroke up	Numpad 3
X Left Small (Large)	Numpad 4 (+ Shift)	Scale down faster	Shift + Numpad 1
X Right Small (Large)	Numpad 6 (+ Shift)	Scale up faster	Shift + Numpad 3
Y Down Small (Large)	Numpad 2 (+ Shift)	Scale reset	Alt + Numpad 5
Y Up Small (Large)	Numpad 8 (+ Shift)		
Move Under Reset	Numpad 5		
DVO Fix - Move Over			
Move Over - using mouse	Alt + Shift and Drag Mouse		
X Left Small (Large)	Ctrl + Numpad 4 (+ Shift)		
X Right Small (Large)	Ctrl +Numpad 6 (+ Shift)		
Y Down Small (Large)	Ctrl +Numpad 2 (+ Shift)		
Y Up Small (Large)	Ctrl +Numpad 8 (+ Shift)		
Move Over Reset	Ctrl +Numpad 5		

Phoenix Keyboard Shortcuts 2014.2 R1 (Rev A)





From the 2014.1 release almost all hotkeys can be freely assigned by the user, we have also added a few new actions - indicated by the orange highlight of the boxes. The following hotkeys are no longer assigned:

S (HUD Display) Use F7 or map S if required.
 Ctrl + \ to minimise the application - use Win

The default text file is called HotKeys.prefs and is in the Presets/Users directory. This defines the default keys. If you would like to assign your own, there is a file in c:\Nucoda\examples called HotKeys.prefs copy this file into your user directory and edit as desired. Additions to the HotKeys.prefs in the users/*username* directory will override those in Presets/Users/HotKeys.prefs. There is an explanation of the syntax in the example file. Below is an part of an additional mapping created for Phoenix users. It is in the examples directory and can be used as it is. (Phoenix - Hotkeys.prefs)

```
UI.Compare                                     // arguments: cycle:boolean, source:boolean

[
  View          "F6" false false
  View          "e" false false
  CycleMode     "F6" "shift" true false
  CycleMode     "e" "shift" true false
  CycleSource   "F6" "ctrl" "shift" true true
  CycleSource   "e" "ctrl" "shift" true true
]
```

In this example you will see that we have added duplicate commands for View Compare and Source modes, allowing the user to use both F6 and E to turn on the compare view.

If you want to clear a key from being used completely, for example you want F6 to do nothing at all you will use the following:

```
View          "" - That will clear the key and it will no longer function.
```