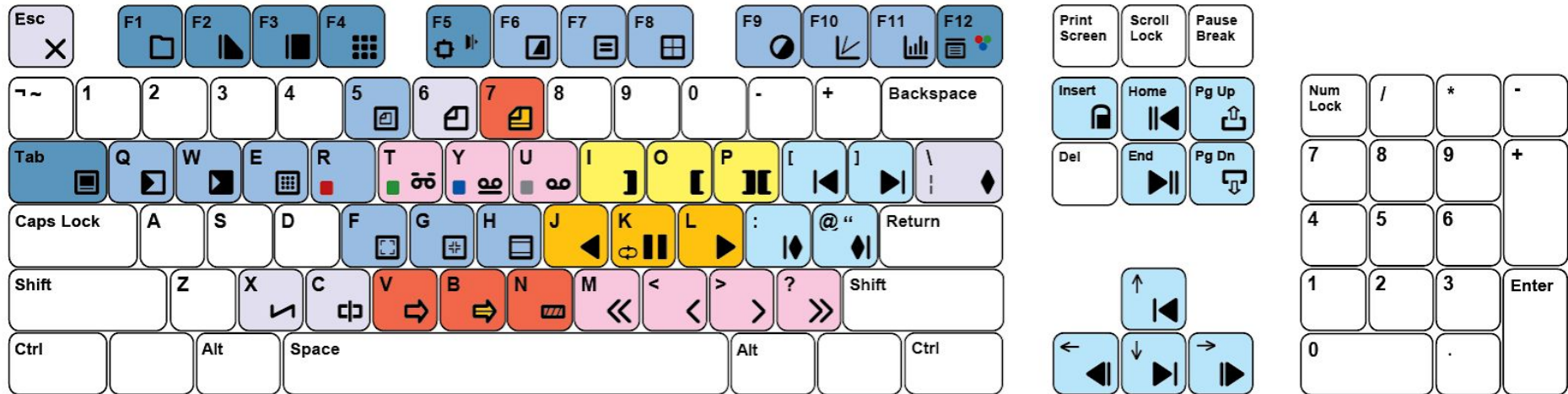


Phoenix 2019.1 Keyboard Shortcuts



Phoenix 2019.1 Keyboard Shortcuts

2019.1 - New Hotkey types - Dual and Hold hotkeys

There are only so many keys available on the keyboard, and we have a lot of hotkeys, and we keep adding more. We have implemented two new types of hotkey that will allow us to use the keys we have more effectively.

We are not jumping all in, but two new features make use of this function, and it is possible that we may remap more in the future.

Any changes you make to hotkeys will automatically update in the Right Click menus to remain accurate.

Dual hotkey

- Two keys (and a modifier) can be assigned as a hotkey - this allows us to group keys in a sensible manner and make use of the same keys for multiple functions.
- By pressing and holding down the first key and then pressing the second key.
- By pressing and holding down a modifier like Alt, pressing the first, then the second key while holding the modifier

Hold down

- This is as simple as holding down a key for slightly longer than a normal keypress, activating a second command.

Here are some of the first changes we have made:

Dual hotkeys

Splice	: v
Splice Adjustment segment	: Shift v
Splice Black to timeline	: Alt v, Alt b
Splice Aux to the timeline	: Alt v, Alt a

Overwrite	: b
Overwrite to Source TC	: Alt b, Alt s
Overwrite Preserve Effects	: Alt b, Alt e
Overwrite Adjust segment	: Shift b
Overwrite Black to timeline	: Alt b, Alt b
Overwrite Aux to the timeline	: Alt b, Alt a

Phoenix 2019.1 Keyboard Shortcuts

Hold down

Add scene cut: c

Add edit cut: c (hold)

Enhanced JKL Functionality

J - Play Backward x1 x2 x3 x5 x8

K- Stop

L - Play Forward x1 x2 x3 x5 x8

(new)K held followed by J - Step back one frame

K followed by J and Held - Play Backward x1/4

(new) K held followed by L - Step forward one frame

K followed by L and Held - Play Forward x1/4

Editing and customising your hotkeys



















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:

The default text file is called HotKeys.prefs and is in the Presets/Users directory.





























This file 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)























Phoenix 2019.1 Keyboard Shortcuts

General		File Browser	
Minimize application	 + D	Refresh file list	Ctrl + R or F5
Full screen Toggle	 Tab		
Cancel	 Esc		
Ok and close	Return	Viewer	
Undo (redo)	Ctrl + Z (Ctrl + Shift + Z)	Fullscreen	 Tab
Select (deselect) all	Ctrl + A (Ctrl + Shift + A)	Full screen + controls	 Ctrl + Tab
Add to selection	Ctrl	Zoom in (out)	+ & - (Not numeric keypad)
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)
Source View	F3	Alpha channel (lock)	 U (Shift + U)
Shots view	 F4	Show reference	 5
Effect view	 F5	Update reference	 Ctrl + 5
Toggle large view	Ctrl + F2 / F3 /F4	Quad Zoom View	Numpad Pad 0 (press to cycle through)
Toggle split view	Ctrl + F5		

Phoenix 2019.1 Keyboard Shortcuts

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 / Next (Previous)	 Ctrl F6 (Shift + Ctrl + F6)	Stop playback	Space
Reset Compare Wipe	Ctrl + 8	Step 1 frame	Left / Right Arrows
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)	Step Frame Forward	  K (held) and L
Mask view	 F9	Step Frame Backward	  K (held) and J
Mask Next (Previous)	 Ctrl + F9 (Ctrl Shift + F9)	Play Forward 1/4	  K (held) and L (held)
Curves view	 F10	Play Backward 1/4	  K (held) and J (held)
Histogram view	 F11	Loop play mode	 Ctrl + K
Reset histogram region	 Shift + F11	Zoom in (out)	+ and - (Not numeric keypad)
Toggle CMS on/off (Open CMS dialog)	F12 (Ctrl+F12)	Pan	Ctrl and Mouse
Keyframe Editor		Vertical scale track size	Alt (Up and Down arrows)
Zoom to fit animation	F	Zoom to fit	 F
Zoom to selection	G	Full screen with transport control	 Ctrl + Tab
		Zoom to selection	 G













Phoenix 2019.1 Keyboard Shortcuts

RGB Curves Tool		Jump to start	 Home
Copy curve (cursor in graph to be copied)	Ctrl+C	Jump to end	 End
Paste curve (cursor in destination graph)	Ctrl+V	Timeline Editing	
Reset Graph to full size	F	Insert scene cut (remove)	 C (Ctrl + C)
Reset graph to Curve Size	Ctrl+F	Insert edit cut (remove)	 C Hold (Ctrl + C)
Copy curve (cursor in graph to be copied)	Ctrl+C	Insert scene field edit	 Shift + C
Transport Tools		Toggle scene cut / Edit cut	 Alt C, Alt S
Set play head A B C D	Ctrl 1 2 3 4	Toggle single sided scene cut	Alt C, Alt S
Cue to selected A B C D	Ctrl Shift 1 2 3 4	Splice - (Adjustment)	 V (Shift-V)
Mark in	 I	Splice black	Alt V, Alt B
Mark out	 O	Splice AUX	Alt V, Alt C
Mark selection	 P	Overwrite - (Adjustment)	 B (Shift-B)
Clear mark in	 Ctrl + I	Overwrite at Source	Alt B, Alt S
Clear mark out	 Ctrl + O	Overwrite and preserve effects	Alt B, Alt E
Clear marks	 Ctrl + P	Overwrite black /	Alt B, Alt B
Jump to mark in	 Shift + I	Overwrite AUX	Alt B, Alt A
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

Phoenix 2019.1 Keyboard Shortcuts

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 version. (Select shot in Lib)	 Ctrl (Shift) + N
		Select trim handles on cut	Ctrl + e when parked on cut
Effects Navigation		Segment Mode	
Bypass to Source (Toggle)	 Q	Trim / Segment / Direct	 Ctrl + U - Cycles between modes
Bypass to Input FX (Toggle)	 W	Copy / Splice selected segments	Ctrl + C / 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	Memories	
Lock active segment	 Insert	Revert (Set new Revert)	Alt +1 (Alt +2)
Toggle layer Cache	Ctrl + ins	Show reference	 5






Phoenix 2019.1 Keyboard Shortcuts

Clear layer cache	Ctrl Del	Update reference	 Ctrl + 5
Toggle Dynamic Cache	Alt + ins	View memories bins	 Shift + 5
Open Effects List	Shift + E	Save note memory	 6
Layer Bypass (Toggle)	Ctrl + L	Save note still	 Ctrl + 6
Layer Show (Toggle)	Ctrl + Shift + L	Recall (append) memory	 7 (Ctrl + 7)
Printer Lights Control		1 Stop = 8 Points Set in preferences	
Printer light control from the keyboard	Ensure NUMPAD LOCK is OFF	Previous memory	 Shift + 6
Increase Red by 1 Stop (Decrease by 1)	Numpad 7 (4) Shift .5 Ctrl .25 stop changes	Next memory	 Shift + 7
Increase Green by 1 Stop (Decrease by 1)	Numpad 8 (5) Shift .5 Ctrl .25 stop changes	Update Shot	. Full Stop
Increase Blue by 1 Stop (Decrease by 1)	Numpad 9 (6) Shift .5 Ctrl .25 stop changes	Master Reset	Backspace
RGB + 1 Stop (RGB -1 Stop)	Numpad + (Numpad Enter)	Reset Current Layer	Ctrl + Backspace
Reset (Reset All)	Ctrl Numpad 1 2 3 (Numpad -	Reset current tool	Shift + Backspace
		Reset all incl Input FX	Alt + Backspace
Parameter Editing		Shape Creation and Editing	
Use Numeric Keypad	Numpad Key 2 4 6 8 as arrow keys	Add point to selected shape	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 when creating shape
Nudge value x10	Shift + Left Right	Constrain aspect	Shift
Add keyframe	 \	Create variable then drag point while holding	I and O
Start new dynamic region	 Ctrl + \	Change shape colour for variable softness	P
End dynamic region	 Shift + \		
Toggle dynamic region	 Alt + \	Range point select	Shift

Phoenix 2019.1 Keyboard Shortcuts

Remove keyframe	 Ctrl + Shift + \	Constrain point move to compass directions	Shift
Toggle auto-keyframe	 Alt + Ctrl + \	Point pixel nudge	Up Down Left Right
Jump to previous keyframe	 ;	Point subpixel nudge	Ctrl + (Up Down Left Right)
Jump to next keyframe	 Shift +;	Point pixel nudge x10	Shift + (Up Down Left Right)
Jump to first keyframe	 Ctrl +;	Delete point	Delete
Jump to last keyframe	 Ctrl + Shift;	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	New in Segment Mode (select single or multiple clips)	
Bookmark add dialog	Ctrl + M	Move clips back 1 frame	 <
Enter (Shift+Enter)	Add Red Marker (New line in editor)	Move clips forward 1 frame	 >
Paint		Move clips back 10 frames	 M
		Move clips forward 10 frames	 ?
Multiple point select	Ctrl	Move clips back 1 frame	 <
Mix down	Insert	Move select clips up one track	Shift+ up arrow
Clear	Delete		

Phoenix 2019.1 Keyboard Shortcuts

Brush	1	Move select clips down one track	Shift+ down arrow
Rect	2	Locked tracks will be skipped and new tracks	Tracks created as needed (non-destructive)
Erase On/Off (Toggle)	4 (+ Shift)	Typing a number with + or – using the numeric keypad with clips selected will move the clips on the timeline. I.e. 20+ on the numeric keypad will move all selected clips by 20 frames	
Special Phoenix Hotkeys	See Examples Directory	Move multiple clips – select clips by Ctrl click	Hold Ctrl to move multiple clips or to snap to
Bypass to Source (Toggle)	 Up Arrow / W	or lasso	Edges hold (Shift)
Bypass to Input FX (Toggle)	 Down Arrow / Q	New in Shape editing mode	
Layer Show (Toggle)	Ctrl + Shift + L and S	With shape in edit point mode	
Compare view	 F6 / E	Add multiple points to shape	Ctrl and Click on the shape
Compare mode	 Shift + F6 / Shift +E	Select multiple shapes	Click and drag with mouse to select
Compare source Next	 Ctrl F6 / Ctrl +E	Double click shape to switch to transform	
Step 1 frame	Left Arrow & Right Arrow / A and D	Move shape with mouse	Ctrl + click inside shape to move
Previous event	[Rotate shape	Ctrl + click corner point to rotate shape
Next Event]		

Phoenix 2019.1 Keyboard Shortcuts

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
Auto Fix Cycle Use	9	Scale up faster	Shift + Numpad 9
Auto Clone Mode On/Off (Toggle)	0 (+ Shift)	Scale reset	Alt + Numpad 5
Auto Clone 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)	DVO Pixel	
Move Under Reset	Numpad 5	Create region to exclude	Alt + Click and drag
DVO Fix - Move Over		Create region to include	Click and drag
Move Over - using mouse	Alt + Shift and Drag Mouse	Select all created regions	Alt + Shift and drag or ctrl a
X Left Small (Large)	Ctrl + Numpad 4 (+ Shift)	After selection	1 to include or 2 to exclude fixes
X Right Small (Large)	Ctrl +Numpad 6 (+ Shift)	Regenerate fixes	0
Y Down Small (Large)	Ctrl +Numpad 2 (+ Shift)	Paint region – add pixel's	Shift and mouse to paint pixels to process
Y Up Small (Large)	Ctrl +Numpad 8 (+ Shift)	Remove Pixels	Ctrl + Shift and mouse to remove pixels
Move Over Reset	Ctrl +Numpad 5	Drag to select detected fixes	Alt + Shift and drag

