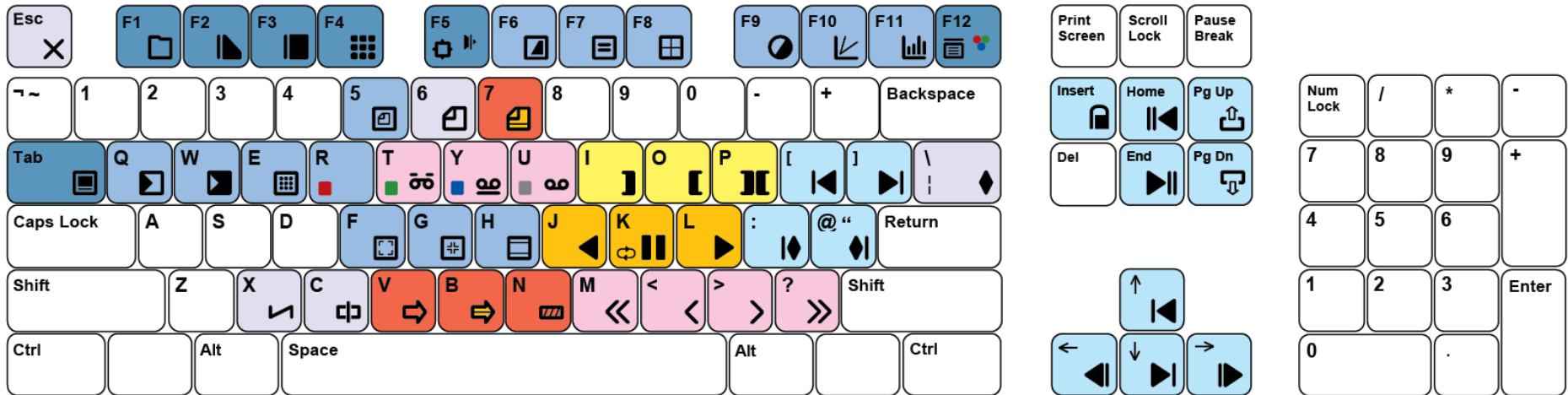




New additions are highlighted

# 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)	Full screen	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)
Shots view	F3	Alpha channel (lock)	U (Shift + U)
Key frame 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 (press to cycle through)
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)	+ and - (Not numeric keypad)
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
<b>RGB Curves Tool</b>		Zoom to selection	G
Copy curve (cursor in graph to be copied)	Ctrl+C	Jump to start	Home
Paste curve (cursor in destination graph)	Ctrl+V	Jump to end	End
Reset Graph to full size	F		
Reset graph to Curve Size	Ctrl+F		



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 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	<b>Adjustment Segments</b>	
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	<b>Memories</b>	
Lock active segment	Insert	Revert (Set new Revert)	Alt +1 (Alt +2)
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)
<b>Printer Lights Control</b>		Previous memory	Shift + 6
	<b>1 Stop = 8 Points Set in preferences</b>	Next memory	Shift + 7
Printer light control from the keyboard	Ensure NUMPADLOCK is OFF	Update Shot	.
Increase Red by 1 Stop (Decrease by 1)	Numpad 7 (4) Shift .5 Ctrl .25 stop changes	<b>Master Reset</b>	
Increase Green by 1 Stop (Decrease by 1)	Numpad 8 (5) Shift .5 Ctrl .25 stop changes	Reset Current Layer	Backspace
Increase Blue by 1 Stop (Decrease by 1)	Numpad 9 (6) Shift .5 Ctrl .25 stop changes	Reset current tool	Ctrl + Backspace
RGB + 1 Stop (RGB -1 Stop)	Numpad + (Numpad Enter)	Reset all incl Input FX	Shift + Backspace
Reset (Reset All)	Ctrl Numpad 1 2 3 (Numpad -		Alt + Backspace



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 variable, drag point while holding I/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
<b>Transform</b>		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

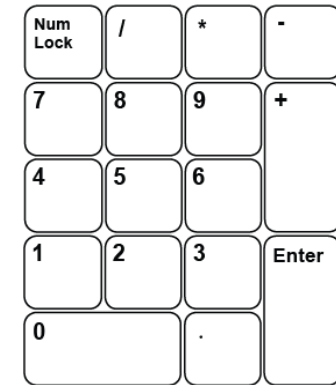
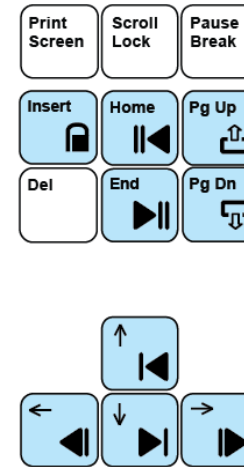
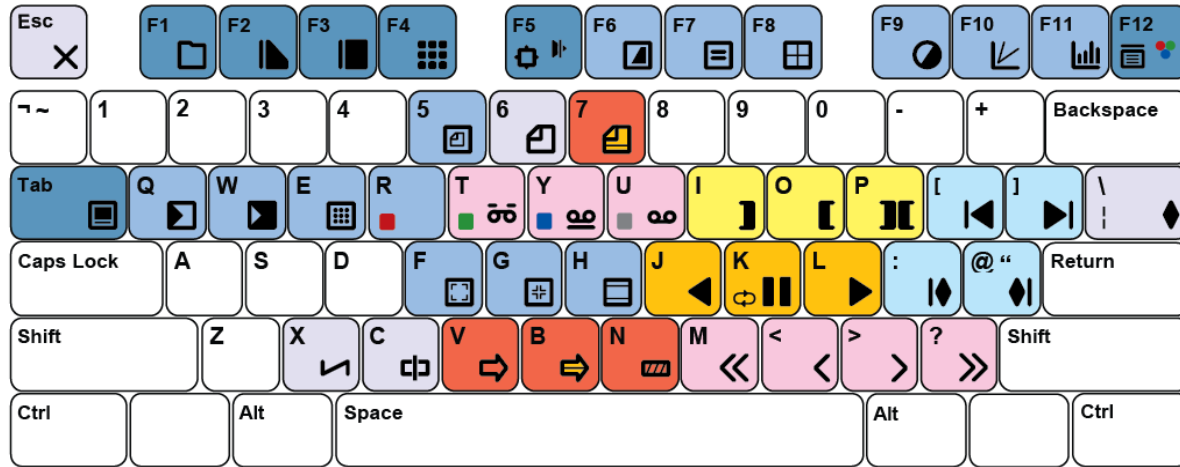
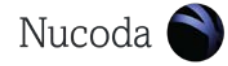


Bookmarks		New in Segment Mode (select single or multiple clips)	
Bookmark list	M	Move clips back 1 frame	<
Bookmark add dialog	Ctrl + M	Move clips forward 1 frame	>
		Move clips back 10 frames	M
<b>Paint</b>		Move clips forward 10 frames	?
Mix down	Insert	Move clips back 1 frame	<
Clear	Delete	Move select clips up one track	Shift+ up arrow
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	
<b>Special Phoenix Hotkeys</b>	<b>See Examples Directory</b>	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	<b>New in Shape editing mode</b>	
Layer Show (Toggle)	Ctrl + Shift + L and S	<b>With shape in edit point mode</b>	
Compare view	F6 / E	Add multiple points to shape	Alt 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	<b>Double click shape to switch to transform</b>	
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	]		



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







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.
```