

# Aximmetry Keyboard Shortcuts

## COMPOSER

### **General**

**Alt + F4** - close Composer

**Ctrl + P** - preferences

**Ctrl + Z** - undo

**Ctrl + Shift + Z | Ctrl + Y** - redo

### **File**

**Ctrl + O** - open document

**Ctrl + S** - save document

**Ctrl + Shift + S** - save document as

**Ctrl + Alt + Shift + S** - save document with incrementing the index embedded in its name

**Ctrl + W | Ctrl + F4** - close document

**Ctrl + Shift + W** - close all documents

**Ctrl + E** - document properties

**Ctrl + Shift + F** - search file (jump to the search field of the File Browser)

### **View**

**F8** - jump to the active document

**Ctrl + F8** - jump to the currently running document

**F9** - bring all fullscreen outputs to the front

**Esc while focus is on the document area** - close all browser panels

**Esc while focus is on any panel** - put focus back to the document area

**Ctrl + Q** - close the focused panel

**Tab** - hide / show all panels

**Shift + Tab** - maximize / reset the focused panel

**Ctrl + Tab, Ctrl + Shift + Tab** - switching between tabs in the focused window

### **Navigation**

**F1** - switch to the Flow Editor

**F2** - circular switching among the Control Boards

**F3** - switch to the TEST level

**Alt + 1 .. 9** - switch to the Control Board with the given index

**Shift + 1 .. 9** - create a bookmark with the given index for the current view

**Ctrl + Shift + Alt + 1 .. 9** - delete the bookmark with the given index

**Ctrl + 1 .. 9** - switch to the bookmark with the given index

## Flow Editor

**Drag mouse with middle button down** - pan the view

**Ctrl + Drag mouse with middle button down** - pan the view on using a minified map

**Mouse wheel** - zooming the view

**Ctrl + NumPad0** - set the default zoom

**Ctrl + NumPad+** - magnify the view

**Ctrl + NumPad-** - minify the view

**Ctrl + A** - select all modules in the current view

**Ctrl + D** - deselect all

**Ctrl + F** - open the Search Panel in Local mode

**Shift + F** - open the Search Panel in Global mode

**Left click** - select an individual module

**Ctrl + Left click** - add / remove a module from the selection

**Drag mouse with left button down from an empty area** - select modules within a rectangular area

**Shift + Drag mouse with left button down from an empty area** - add modules within a rectangular area to the selection

**Ctrl + Drag mouse with left button down from an empty area** - add / remove modules within a rectangular area from the selection

**Ctrl + Shift + Drag mouse with left button down from an empty area** - cut connections crossed by the dragged line

**Shift + Move module** - move module with snapping to the other modules

**Insert | Ctrl + Left double-click on an empty area** - insert module

**Delete** - delete selected modules

**Ctrl + Delete** - delete the selected single module while keeping the connections passed through it

**Left double-click on a simple compound** - enter compound

**Left double-click on an empty area** - leave compound

**Alt + Left double-click on a linked compound** - open compound for in-place editing and enter it

**Alt + Left double-click on a shader** - open shader in a new tab

**Ctrl + G** - pack selected modules into a compound while keeping their connections via adding exposures

**Ctrl + Shift + G** - unpack a compound while keeping its connections

**Ctrl + K** - lock position of a module on the screen - it will stay put when the view is panned

**Ctrl + Shift + K** - unlock position of a module

**Ctrl + C** - copy selected modules to the clipboard along with their internal connections

**Ctrl + X** - cut selected modules to the clipboard along with their internal connections

**Ctrl + V** - paste modules from the clipboard

**Tab** - hide / show all side panels

## Search Panel

**Tab** - switch between search modes: Name, Index, Type, File

**Ctrl + Tab** - switch between Local and Global search mode

**Letters / digits** - typing in one or more search keywords.

**Up/down arrow keys / PageUp/PageDown / Home/End** - navigate in the search results list. The highlighted module moved to the center of the screen in the Flow Editor.

**Right arrow key** - mark the highlighted module

**Left arrow key** - unmark the highlighted module

**Ctrl + Right arrow key** - mark all modules in the search results list

**Ctrl + Left arrow key** - unmark all modules in the search results list

**Ctrl + Shift + Right arrow key** - invert all markings

**Shift + Up/down arrow keys / PageUp/PageDown / Home/End** - mark a range of the search results list

**Enter** - make the highlighted module or the marked modules selected in the Flow Editor.

**Esc** - close Search Panel

## **Control Board**

**Drag mouse with middle button down** - pan the view

**Ctrl + Drag mouse with middle button down** - pan the view on using a minified map

**Mouse wheel** - zooming the view

**Ctrl + NumPad0** - set the default zoom

**Ctrl + NumPad+** - magnify the view

**Ctrl + NumPad-** - minify the view

**Ctrl + A** - select all modules in the current view

**Ctrl + D** - deselect all

**Ctrl + Delete** - remove selected modules from the Control Board (but they remain intact at their source location)

## **Pin Values / Dashboard panel (Property Editor)**

**Home, End, up/down arrow keys** - step up/down between the properties

**Left/right arrow keys** - step the selected numeric property, **+Shift** 10x, **+Ctrl** 100x, **+Ctrl+Shift** 0.1x step

**Space** - Trigger: signaling, Logical and numeric: stepping

**Enter** - enter the edit box of the property

## **Numeric Editors**

**Drag mouse up/down with left button down** - increasing / decreasing the numeric value, **+Shift** 10x, **+Ctrl** 100x, **+Ctrl+Shift** 0.1x speed. **+Alt** change the digit at the cursor

**Up/down arrow keys** - increasing / decreasing the numeric value, **+Shift** 10, **+Ctrl** 100, **+Ctrl+Shift** 0.1 step. **+Alt** change the digit at the cursor

**Enter** - apply the value entered and leave the edit box

**Esc** - cancel the value entered and leave the edit box

## **3D Scene Editing**

### **Camera Mover**

**See the “Camera Mover” documentation.**

### **In the output/preview selected for editing**

**S** - selection mode on/off

only in selection mode:

**Left click** - select a individual object

**Ctrl + Left click** - add / remove an object from the selection

**U** - select the parent of the currently selected object

**M** - select the shader of the currently selected object

**Ctrl + D** - deselect all

**Q** - world mode on/off

**W** - translate mode

**E** - rotate mode

**R** - scale mode

**X, Y, Z** - restrict operations to the selected axes on/off

### When dragging object handles

+ **Ctrl** - snap to grid

+ **Shift** - 0.1x speed

+ **Ctrl + Shift** - 0.01x speed

## Sequence / Curve Editor

### General

**Drag mouse with middle button down - horizontally:** pan timeline, **vertically:** pan tracks

**Shift + Drag mouse with middle button down - vertically over a track:** pan track value range

**Ctrl + Drag mouse with middle button down - horizontally:** zoom timeline, **vertically over a track:** zoom track value range

**Mouse wheel:** roll tracks

**Shift + Mouse wheel: over a track:** roll track value range

**Ctrl + Mouse wheel: over a track:** zoom track value range

**Ctrl + A - if a track group is selected:** select all track groups; **if a track is selected:** select all tracks; **if a part is selected:** select all parts of the containing track; **if a key is selected:** select all keys of the containing part; **if a marker is selected:** select all markers

**Ctrl + Shift + A - if a part is selected:** select all parts of the entire sequence; **if a key is selected:** select all keys of the entire containing track

**Ctrl + D** - deselect all

**A - if a track is selected:** zoom the track to the value range of all the keys contained by the track; **if a part or key is selected:** zoom the track to the value range of the keys contained by the part

**Shift + A - if a track, part or key is selected:** zoom the track to its default value range

**Enter** - Play/Stop; when stopped, playing position jumps back to cursor

**Space** - Play/Stop; when stopped, cursor jumps to playing position

**Ctrl + Space** - Play/Pause

**Alt + Home | B** - move Loop Start to Cursor

**Alt + End | N** - move Loop End to Cursor

**Ctrl + Home** - move Cursor to Loop Start

**Ctrl + End** - move Cursor to Loop End

**Home / End** - move Cursor to the previous / next part boundary

**Shift + Home / End** - select previous / next part without moving the Cursor  
**PageUp / PageDown** - move Cursor to the previous / next key and select that key  
**Ctrl + PageUp / PageDown** - select previous / next key without moving the Cursor  
**Shift + PageUp / PageDown** - move Cursor to the previous / next marker  
**Ctrl + Shift + PageUp / PageDown** - select previous / next marker without moving the Cursor  
**Left/right arrow keys** - **if a part, key or marker is selected**: step the selected object; **otherwise**: step Cursor. The step size depends on the current timeline zoom. **Objects: +Shift 10x, +Ctrl 100x step;**  
**Cursor: +Shift** small time ticks, **+Ctrl** large time ticks  
**Up/down arrow keys** - **if a key is selected**: step the value of the key. The step size depends on the current value range zoom of the track. **+Shift 10x, +Ctrl 100x step**  
**S** - Snap on/off  
**Shift + Drag an object** - switch snapping temporarily to the opposite of the current Snap setting  
**Q** - Quantize on/off  
**L** - Looping on/off  
**F** - Follow on/off  
**Ctrl + Alt + Shift + R** - reset layout

### Header (Timeline)

**Drag mouse with left button down from an empty area** - select objects within a time range  
**Shift + Drag mouse with left button down from an empty area** - adding objects within a time range to the selection  
**Ctrl + Drag mouse with left button down from an empty area** - set the loop range  
**Left double-click** - move Cursor to the clicked position

### Track Headers

**Left click** - select an individual track  
**Ctrl + Left click** - add / remove track from the selection  
**Shift + Left click** - select a range of tracks

### Part Editing

**Right Click** - select an individual part  
**Ctrl + Right click** - add / remove part from the selection  
**Drag mouse with right button down from an empty area** - select parts within a rectangular area  
**Shift + Drag mouse with right button down from an empty area** - add parts within a rectangular area to the selection  
**Ctrl + Drag mouse with right button down from an empty area** - add / remove parts within a rectangular area from the selection  
**Alt + Right click** - insert a part at the mouse position  
**Drag the boundary of a part with right button down** - resize part while keeping the positions of its keys  
**Shift + Drag the boundary of a part with right button down** - resize part while stretching the positions of its keys  
**Ctrl + Drag the boundary of a part with right button down** - resize part while shifting the positions of its keys  
**Delete** - delete selected parts  
**Alt + PageUp / PageDown** - **if a single part is selected**: move the starting / ending boundary of the part to Cursor

**T** - split selected parts at Cursor  
**Shift + T** - join selected parts  
**Ctrl + C** - copy selected parts to the Clipboard  
**Ctrl + X** - cut selected parts to the Clipboard  
**Ctrl + V** - paste parts from the Clipboard at the mouse position

### Key Editing

**Left click** - select an individual key  
**Ctrl + Left click** - add / remove a key from the selection  
**Drag mouse with left button down from an empty area** - select keys within a rectangular area  
**Shift + Drag mouse with left button down from an empty area** - add keys within a rectangular area to the selection  
**Ctrl + Drag mouse with left button down from an empty area** - add / remove keys within a rectangular area from the selection  
**Alt + Left click** - insert a key to the curve under the mouse at the mouse position  
**Alt + Ctrl + Bal egér klikk** - insert keys to all the curves of the part at the mouse position  
**Drag a key with left button** - move the key both horizontally and vertically  
**Shift + Drag a key with left button** - move the key only horizontally or vertically depending on the direction of the first move  
**Left double-click on a numeric key** - select the key and put focus on its value editor box  
**Left double-click on a color key** - select the key and show the color selector dialog  
**Left double-click on a logical key** - select the key and toggle its value  
**Shift + Left double-click on a key** - move Cursor to the key  
**Insert** - insert keys to all the curves within the selected tracks to Cursor when sequencer is stopped, or to the playing position when sequencer is running  
**Delete** - delete selected keys  
**Ctrl + C** - copy selected keys to the Clipboard  
**Ctrl + X** - cut selected keys to the Clipboard  
**Ctrl + V** - paste keys from the Clipboard at the mouse position

### Marker Editing

**Left click** - select an individual marker  
**Ctrl + Left click** - add / remove a marker from the selection  
**Alt + Left click on the timeline** - insert a marker at the mouse position  
**Left double-click on a marker** - select the marker and put focus on its text editor box  
**Delete** - delete selected markers  
**Insert** - if no selection, insert a marker to Cursor when sequencer is stopped, or to the playing position when sequencer is running  
**Ctrl + C** - copy selected markers to the Clipboard  
**Ctrl + X** - cut selected markers to the Clipboard  
**Ctrl + V** - paste markers from the Clipboard at the mouse position

# PERFORMER

## General

**Esc** - close all temporary panels

**Ctrl + F** - search file (jump to the search field of the File Browser)

**Ctrl + Shift + F** - search settings file (display Settings panel and jump to the search field of the File Browser)

**Ctrl + S** - save snapshot to the last location

**Ctrl + Shift + S** - make auto snapshot

**F12** - switch between mouse and touch mode

## Mapping

### General

**Ctrl + A** - select all vertices

**Ctrl + D** - deselect all

**Arrow keys** - move selected vertex; **+Shift** 10x, **+Ctrl** 100x, **+Ctrl+Shift** 0.1x speed

**Delete** - delete selected vertices

**Ctrl + C** - copy positions of the selected vertices to the Clipboard

**Ctrl + V** - override positions of the selected vertices from the Clipboard

**Ctrl + Z** - Undo

**Ctrl + Shift + Z / Ctrl + Y** - Redo

**Ctrl + Enter** - Keyboard Editing on/off

### Keyboard Editing

**Numpad 0** - circular switching among slices

**Enter** - circular switching among phases: *SourceRect*, *Mask*, *SourceGrid*, *TargetGrid*, *TargetKeystones*

**Numpad /** - circular switching among moving mode: *move*, *rotate*, *uniscale*, *scale*

**Home, End, PageUp, PageDown** - put selection to a neighbour vertex

**Numpad \*** - select all vertices

**Numpad 5** - switch the permanent displaying of the selection marker on/off

**Arrow keys** - move / rotate / scale the selected vertices, depending on the current mode; **+Shift** 10x, **+Ctrl** 100x, **+Ctrl+Shift** 0.1x speed

**Numpad +** - Undo

**Numpad -** - Redo

# WATCHDOG

These shortcuts work even when Watchdog is not the focused application

*Watched application can be:* Performer, Exhibitor, Server

**Alt + NumPad 0** - kill watched application

**Ctrl + NumPad 0** - kill watched application and restart it with the latest auto snapshot

**Ctrl + NumPad 1 .. 9** - kill watched application and restart it with the auto snapshot with the given index backwards in time

**Ctrl + NumPad .** - kill watched application and restart it with the special snapshot specified in the application



