R	Record
ΔR	•Record Toggle
₩.	•Discard Recording and Return to Last Play Position
^\%R	•Capture as Recording
_	Play
<b></b>	Pause
4	Stop
J	Play or Stop
,	Rewind
	Forward
<b>企</b> ,	Fast Rewind
<b>企</b> .	Fast Forward
^⊼	•Play from Left Window Edge
٠٠	Stop and Go to Last Play Position
1	•Go to Position
^1	Set Locators by Regions/ Events
	Set Rounded Locators by Regions/Events
J	Swap Left and Right Locator
^☆→	Move Locators Forward by Cycle Length
^☆←	Move Locators Backwards by Cycle Length
☆⊼	•Play from Selection
合む	•Go to Selection Start
^K	Create Marker
^⊕K	Create Marker without rounding

ĉK	Create Marker by Regions
#≪	Delete Marker
ZW	Open Marker List
Z#K	Open Marker Text
<b>光</b> ↑	Set Locators by Marker and Enable Cycle
<b>ж</b> ←	Set Locators by Previous Marker and Enable Cycle
<b>ж</b> →	Set Locators by Next Marker and Enable Cycle
^ж←	Go to Previous Marker
^ж→	Go to Next Marker
₩/	Go to Marker Number
<b>ж</b> ↔	Quick Edit Marker
С	Cycle Mode
S	Solo Mode
rs	•Set Solo Lock Mode
飞企S	•Reselect Solo-Locked Regions
ZM	MIDI/Monitor Metronome Click
삽L	Lock/Unlock Current Screenset
1	Recall Screenset 1
2	Recall Screenset 2
3	Recall Screenset 3
4	Recall Screenset 4
5	Recall Screenset 5
6	Recall Screenset 6
7	Recall Screenset 7

8	Recall Screenset 8
9	Recall Screenset 9
^1	Recall Screenset 1x
^2	Recall Screenset 2x
^3	Recall Screenset 3x
^4	Recall Screenset 4x
^5	Recall Screenset 5x
^6	Recall Screenset 6x
^7	Recall Screenset 7x
^8	Recall Screenset 8x
^9	Recall Screenset 9x
7.381	Import Settings
ΊY	Open Synchronization Project Settings
₹R	Open Recording Project Settings
ΣP	Open Audio Project Settings
ν	Open Video Project Settings
米,	Open Preferences
NA	Open Automation Preferences
<b>米</b> 0	Open Event List
光1	Open Arrange Window
<b>米</b> 2	Open Mixer
<b></b> 3	Open Score Editor
<b></b>	Open Transform
<b>業</b> 5	Open Hyper Editor

₩6	Open Piano Roll
<b>光</b> 7	Open Transport
<b></b> #8	Open Environment
米9	Open Bin
ZE	Toggle Event Float
Е	Toggle Event List
Х	Toggle Mixer
N	Toggle Score Editor
Υ	Toggle Hyper Editor
Р	Toggle Piano Roll
В	Toggle Bin
0	Toggle Loop Browser
ZL	Toggle Library
F	Toggle File Browser
W	Toggle Sample Editor
К	Toggle Marker List
Т	Toggle Tempo List
U	Toggle Signature Changes List
仚W	Open in External Sample Editor
ΣX	Open System Performance
ΣK	Open Key Commands
\C	Open Color Palette
7#0	Open Movie
^#0	Toggle Current Track Automation Off/Read
^#A	Toggle Current Track Automation Latch/Read

Set All Tracks to Automation Off
Set All Tracks to Automation Read
Set All Tracks to Automation Touch
Set All Tracks to Automation Latch
Automation Event List
Toggle Automation Quick Access
Toggle Group Clutch
Open Group Settings
Delete currently visible Automation Data of Current Track
Delete All Automation Data of Current Track
Move Current Region Data to Track Automation
Move Current Track Automation Data to Region
Move All Region Control Data to Track Automation
Move All Track Automation Data to Region
Close Window
Cycle Through Windows
New
Open
Close Project
Save
Save Project as

ЖР	Print
<b>Ж</b> I	Import
ZXE	Export Selection as MIDI File
ЖE	Export Track as Audio File
☆ЖE	Export All Tracks as Audio File
ЖQ	Quit
₩Z	Undo
☆₩Z	Redo
ΛZ	Undo History
жx	Cut
ЖC	Сору
₩٧	Paste
ЖA	Select All
жм	Minimize Window
ΰ₩M	Zoom Window
☆第1	Import Audio File
1	Next Plug-in Setting or EXS Instrument
[	Previous Plug-in Setting or EXS Instrument
①]	Next Channel Strip Setting
①[	Previous Channel Strip Setting
Z#C	Copy Channel Strip Setting
7第7	Paste Channel Strip Setting
V	Hide/Show All Plug-in Windows

√第∧	Paste Channel Strip Setting
V	Hide/Show All Plug-in Windows

#### **Various Windows**

১	•Show Tool Menu
^]	•Set Next Tool
]^	•Set Previous Tool
G	Toggle Global Tracks
₹G	Configure Global Tracks
^←	Zoom Horizontal Out
^-	Zoom Horizontal In
^†	Zoom Vertical Out
^↓	Zoom Vertical In
^\Z	Zoom to fit Selection vertically and horizontally, store Navigation Snapshot
^Z	Navigation: Back
‡	Page Up
<b>‡</b>	Page Down
۲.	Page Left
`	Page Right
1	Hide/Show Inspector
^G	Grid
`	Catch Clock Position
^`	Link Window (Same Level)
^0	MIDI Out Toggle
М	Mute/unmute selected Notes/ Regions/Folders
+	•Increase Last Clicked Parameter by 1
-	•Decrease Last Clicked Parameter by 1
<u></u> û+	•Increase Last Clicked Parameter by 10

ப்- •Decrease Last Clicked Parameter by 10

# Arrange and Various Editors

☆幾A	Deselect All
ΔT	Toggle Selection
ΔF	Select All Following
℃f	Select All Following of Same Track/Pitch
<b>☆I</b>	Select Inside Locators
☆0	Deselect Outside Locators
ûG	Deselect Global Tracks
企U	Select Empty Regions
ΔE	Select Equal Regions/Events
ûS	Select Similar Regions/ Events
ΔH	Select Equal Channels
û₽	Select Equal Subpositions
仚M	Select Muted Regions/ Events
ûС	Select Equal Colored Regions/Events
҈℃	•Select First, or Shift Marquee Selection Left
҈ひ↘	•Select Last, or Shift Marquee Selection Right
<b>←</b>	•Select Previous Region/ Event, or Set Marquee End to Previous Transient
→	•Select Next Region/Event, or Set Marquee End to Next Transient
û←	•Toggle Previous Region/ Event, or Set Marquee Start to Previous Transient
<del>ਪ</del> ੇ →	•Toggle Next Region/Event, or Set Marquee Start to Next Transient

仓`	Scroll to Selection
L	Toggle Loop
Q	Quantize Selected Events
^企Q	De-Quantize
-	Note Overlap Correction (selected/any)
҈	Note Force Legato (selected/any)
☆↑	Select Highest Notes
む↓	Select Lowest Notes
☆幾V	Paste Replace
ЖR	Repeat Regions/Events
=	Merge Regions
<b>光</b> \	Split Regions/Events by Locators
☆\	Split Regions/Events by rounded Playhead Position
١	Split Regions/Events by Playhead Position
·,	Pickup Clock (Move Event to Playhead Position)
<b>企</b> ;	•Pickup Clock and Select Next Event
<b> %</b> [	•Set Region/Event/Marquee Start to Playhead Position
<b>光</b> ]	•Set Region/Event/Marquee End to Playhead Position
\_→	•Nudge Region/Event Position Right by Nudge Value
<b>\</b> ←	•Nudge Region/Event Position Left by Nudge Value
^\T	•Set Nudge Value to Tick

# Arrange and Various Editors

^\_D	•Set Nudge Value to Division
^\ZB	•Set Nudge Value to Beat
^\_M	•Set Nudge Value to Bar
^\ts	•Set Nudge Value to SMPTE Frame
71	•Event Transpose +1
Zt	•Event Transpose -1
す合す	Event Transpose +12
↑☆↓	Event Transpose -12
^\TR	Event Position and Length in SMPTE Units
て企R	Secondary Ruler
<b></b> #‡	Unlock SMPTE Position
#.≢	Lock SMPTE Position
^ <b>쇼</b> S	Snap Mode: Smart
^企M	Snap Mode: Bar
^�B	Snap Mode: Beat
^企D	Snap Mode: Division
^ <b>企</b> T	Snap Mode: Ticks
^ <b>쇼</b> F	Snap Mode: Frames
^企W	Snap Mode: Samples
^企A	Snap Automation
^ <b>∆</b> V	Snap to Absolute Value
^ <sub>企</sub> O	Drag Mode: Overlap
^企N	Drag Mode: No Overlap
^ <b>☆</b> X	Drag Mode: X-Fade
^☆L	Drag Mode: Shuffle L
^☆R	Drag Mode: Shuffle R

# Windows showing audio files

企業R	Show file(s) in Finder
^;	Add to Arrange
L	Play/Stop Selection

## **Arrange Window**

1	•Select Previous Track
1	•Select Next Track
←	•Select Previous Region on Selected Track
<b>→</b>	•Select Next Region on Selected Track
ЖF	Pack Folder
жu	Unpack Folder
^ <b>%</b> F	Pack Take Folder
^ <b>%</b> U	Unpack Take Folder
^ <b>ዕ</b> ЖU	Unpack Take Folder to New Tracks
ЖD	New Track with Duplicate Setting
XXX	New Track with Next Channel Strip/Instrument
\#M ∠#M	New Track with Next MIDI Channel
\%S	New Track with Same Channel Strip/Instrument
\z#N	New Tracks
Н	Toggle Hide View
^H	Hide Current Track and Select Next Track
^ <b>企</b> H	Unhide All Tracks
^M	Toggle Track Mute
^R	Record Enable Track
^S	Toggle Track Solo
^\t	Individual Track Zoom In
^\t	Individual Track Zoom Out
Z	Auto Track Zoom

^T@	Individual Track Zoom Reset
<b>◇</b>	Individual Track Zoom Reset for All Tracks
ûΑ	Select All Aliases of Region
<b>\</b> =	Audio Crossfade Options for Merge
҈0=	Merge Regions per Tracks
^ <b>%</b> X	Snip: Cut Section Between Locators (Global)
^策Z	Insert Silence Between Locators (Global)
^ <b>%V</b>	Splice: Insert Snipped Section at Playhead (Global)
^ <b>%</b> R	Repeat Section Between Locators (Global)
☆ЖТ	Move Selected Regions to Selected Track
жт	Adjust Tempo using Region Length and Locators
☆ЖR	Move Region to Original Record Position
√∺R	Convert Regions to New Regions
₹¥F	Convert Regions to New Audio Files
^X	Strip Silence
^N	Normalize
^Q	Apply Quantization Settings Destructively
^L	Convert Loops to Real Copies
D	Delete Duplicated Events
^B	Set Optimal Region Sizes rounded by Bar

## **Arrange Window**

-	Remove Overlaps
҈ひ-	Tie Regions by Length Change
₹-	Tie Regions by Position Change
Ж-	Tie Regions within Locators
^C	Crop Regions outside Marquee Selection
А	View Track Automation
℃ûC	Channel Strip/Instrument Colors to Regions
₹ûN	Track Names to Regions
^ <i>C</i> #↑	Waveform vertical zoom out
^て#↑	Waveform vertical zoom in

#### Mixer

介M	Hide/Show MIDI Instruments
<b></b>	Hide/Show Input Channel Strips
ÛΧ	Cycle Through Mixer Modes (Single, Arrange, All)
て 業 N	Create New Auxiliary Channel Strips

#### **Environment Window**

^⊠	Clear Cables only
^C	Hide/Show Cables
^P	Protect Cabling/Positions
ΔT	Toggle Selection
ûU	Select Unused Instruments
ਹੇ→	Select Cable Destination
<b>û</b> ←	Select Cable Origin
^V	Send Selected Fader Values
^S	Cable serially

## **Score Window**

^P	Page View
^F	Explode Folders
^X	Explode Polyphony
^N	Hide/Show Instrument Names
^R	Hide/Show Page Rulers
^/	Go to Page #
℃☆₩V	Paste Multiple
<b>→</b>	•Next Event
<b>←</b>	•Previous Event
1	•Next Staff
<b>†</b>	•Previous Staff
^ <b>企Y</b>	Force Syncopation
^\\Y	Defeat Syncopation
^台I	Force Interpretation
^\[	Defeat Interpretation
^<	Stems: up
^\	Stems: down
^☆↑	Ties: up
^む↓	Ties: down
^B	Beam Selected Notes
^U	Unbeam Selected Notes
<b>û</b> =	Enharmonic Shift: #
ûВ	Enharmonic Shift: b
^C	Assign Channels based on Score Split
^\%S	Open Staff Style Window
^ て 第 1	Open Score Set Window

^\%F	Settings: Global Format
~ご第N	Settings: Numbers and Names
^\\#G	Settings: Guitar Tablature
^\%C	Settings: Clefs and Signatures

## **Event Window**

1	•Select Previous Event
1	•Select Next Event
^A	Length as Absolute Position
삽Ⅴ	•Copy Value to All Following Events

# **Hyper Editor**

Z#N	Create Event Definition
^⊠	Delete Event Definition
^C	Copy Event Definition
^V	Paste Event Definition
^A	Toggle Auto Define

## **Audio Bin**

<b>†</b>	Select Previous Audio File
1	Select Next Audio File
^F	Add Audio File
^R	Add Region
^≪	Delete File(s)
^0	Optimize File(s)
^B	Backup File(s)
^C	Copy/Convert File(s)
^M	Move File(s)
ûU	Select Unused
Z†	Show All Regions
77	Hide All Regions
^X	Strip Silence
^I	Import SDII Regions
^E	Export SDII Regions
^G	Create Group

# Sample Edit Window

^\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	•Play/Stop All
^û_ ^\	•Play/Stop Region to Anchor
^\	•Play/Stop Region from Anchor
ЖВ	Create Backup
ΰ₩Β	Revert to Backup
7#8	Save Selection As
‡	Region -> Selection
<b>‡</b>	Selection -> Region
<b>←</b>	•Go to Selection Start
<b>→</b>	•Go to Selection End
<b>1</b>	•Go to Region Anchor
^R	Create New Region
^N	Normalize
^G	Change Gain
^	Fade In
^0	Fade Out
^⊠	Silence
^企R	Reverse
^T	Trim
^D	Remove DC Offset
^P	Time and Pitch Machine
^M	Audio to MIDI Groove Template
^A	Audio to Score
^Q	Quantize Engine
ΔP	Search Peak
☆S	Search Silence

^C
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#### **EXS24 Instrument Editor**

むΤ	Toggle Selection
^F	Load Audio Sample
^Z	New Zone
^G	New Group
^\\#S	Export Sampler Instrument and Sample Files
\_	•Shift selected Zone(s)/ Group(s) Left
₹→	•Shift selected Zone(s)/ Group(s) Right
て☆←	•Shift selected Zone(s)/ Group(s) Left (Zones incl. Root Key)
℃分→	•Shift selected Zone(s)/ Group(s) Right (Zones incl. Root Key)
Z#S	Save Instrument
^0	Load Multiple Samples
^W	Open in Sample Editor

## **Global Control Surfaces Commands**

жк	Open Controller Assignments
<b>光</b> L	Learn new Controller Assignment