

----- Global Commands -----

			Record
	co	.	•Record Repeat
sh		*	•Record Toggle
	op co	C	•Capture Last Take as Recording
ct	op co	C	•Capture Last Take as Recording and Play
		Enter	Play
ct		Space bar	Pause
		Space bar	Stop
		Space bar	Play or Stop
		Home	Rewind
		End	Forward
sh		Home	Fast Rewind
sh		End	Fast Forward
			Rewind 1 frame
			Forward 1 frame
			Rewind by format value
			Forward by format value
			Shuttle Rewind
			Shuttle Forward
			Scrub Rewind
			Scrub Forward
			Scrub by MIDI Value (-2-)
		Return	•Play from Beginning
		-	•Play from previous Bar
			•Play from Left Locator
			•Play from Right Locator
			•Play from left window corner
sh		[Go to Left Locator
sh]	Go to Right Locator
		'	Go to Last Play Position
	co	'	Stop and Go to Last Play Position
sh	co	[Stop and Go to Left Locator
		G	•Go to Position...
			Set Left Locator...
			Set Right Locator...
			Set Left Locator by Song Position
			Set Left Locator by rounded Song Position
			Set Left Autodrop Point by Song Position
			Set Left Autodrop Point by rounded Song Position
			Set Right Locator by Song Position
			Set Right Locator by rounded Song Position
			Set Right Autodrop Point by Song Position
			Set Right Autodrop Point by rounded Song Position
		B	Set Locators by Regions/Events
op		B	Set rounded Locators by Regions/Events
			•Set Locators and Play
			•Set rounded Locators and Play
			•Set rounded Locators and Cycle Play
			•Set rounded Locators and Record

	J	•Set rounded Locators and Cycle Record Swap Left and Right Locator Move Locators forward by Cycle Length Move Locators backwards by Cycle Length
sh	Enter	•Play from Selection
co	G	•Go to Selection •Go to song start Create Marker
	§	Create Marker without rounding
co	§	Create Marker by Regions Delete Marker
	- 91	Open Marker List... Open Marker List as Float... Open Marker Text... Open Marker Text as Float... Set Locators by Marker and Enable Cycle Set Locators by previous Marker and Enable Cycle Set Locators by next Marker and Enable Cycle
sh	-	Go to Previous Marker
sh	+	Go to Next Marker
sh	§	Go to Marker Number... Quick Edit Marker Go to Marker Number 1 Go to Marker Number 2 Go to Marker Number 3 Go to Marker Number 4 Go to Marker Number 5 Go to Marker Number 6 Go to Marker Number 7 Go to Marker Number 8 Go to Marker Number 9 Go to Marker Number 10 Go to Marker Number 11 Go to Marker Number 12 Go to Marker Number 13 Go to Marker Number 14 Go to Marker Number 15 Go to Marker Number 16 Go to Marker Number 17 Go to Marker Number 18 Go to Marker Number 19 Go to Marker Number 20 Select Previous Song Select Next Song Select Song 1 Select Song 2 Select Song 3 Select Song 4 Select Song 5 Select Song 6

		Select Song 7
		Select Song 8
		Select Song 9
		Select Song 10
		Select Song 11
		Select Song 12
		Select Song 13
		Select Song 14
		Select Song 15
		Select Song 16
		Select Song 17
		Select Song 18
		Select Song 19
		Select Song 20
	C	Cycle Mode
	D	Drop Mode
		Replace
	S	Solo Mode
op	S	•Set Solo Lock Mode
sh op	S	•Reselect Solo-locked Regions
		Solo off for all
		Mute off for all
		Record off for all
	Y	Sync intern/extern
		•Tap Tempo
		MIDI Machine Control
		Toggle MIDI Remote (always MIDI remotable)
		Disable MIDI Remote
		•Set next higher Format
		•Set next lower Format
	K	MIDI/Monitor Metronome Click
		Send Reset Controllers
	Help	Send discrete Note Offs (Panic)
		Send Maximum Volume
	Z	Send Used Instruments MIDI Settings
		Send All Current Fader Values except Sysex
	V	Send All Current Fader Values
		•Revert to Current Screenset
		Copy Screenset
		Paste Screenset
sh	L	Lock/Unlock Current Screenset
		•Next Screenset
		•Previous Screenset
		Recall Screenset 1
		Recall Screenset 2
		Recall Screenset 3
		Recall Screenset 4
		Recall Screenset 5
		Recall Screenset 6
		Recall Screenset 7

			Recall Screenset 8
			Recall Screenset 9
ct	co	M	Copy MIDI Events...
		P	Extended Region Parameters...
			Import Settings...
			Open Synchronization Song Settings...
			Open Metronome Song Settings...
op		O	Recording options...
			Open Tuning Song Settings...
			Open Audio Song Settings...
			MIDI options...
			Chase Events...
			Open Score Song Settings...
			Open Video Song Settings...
op		P	Preferences...
			Open Global Preferences...
			Open Audio Preferences...
			Open MIDI Preferences...
			Open Display Preferences...
			Open Score Preferences...
			Open Video Preferences...
			Open Automation Preferences...
			Open Control Surfaces Preferences...
			Open Surround Preferences...
			Initialize All Except Key Commands...
			Start Logic Setup Assistant...
			Start Logic AU Manager...
		I	Import File...
co		2	Open Event Editor...
co		1	Open Arrange Window...
co		M	Open Track Mixer...
co		3	Open Score Editor...
co		4	Transform
co		5	Open Hyper Editor...
co		6	Open Matrix Editor...
co		7	Open Transport...
co		8	Open Environment...
			Open Step Input Keyboard
co		9	Open Audio Window...
co		L	Loop Browser...
co		0	Open Sample Editor...
			EXS24 Instrument Editor
			Open Project Manager...
			Open Signature Changes List...
		F	Toggle Event Float
			Toggle Event Editor
			Toggle Arrange Window
			Toggle Track Mixer
			Toggle Score Editor
			Toggle Transform

			Toggle Hyper Editor
			Toggle Matrix Editor
			Toggle Transport
			Toggle Environment
			Toggle Audio Window
			Toggle Sample Editor
			Toggle Signature Changes List
			Start external Sample Editor
			Open System Performance...
			TDM DSP Usage
op	T		Open Tempo List...
			Open Tempo Operations...
			Open Tempo Interpreter...
op	K		Open Key Commands...
op	C		Open Object Colors...
op	M		Open Movie...
op co	M		Open Movie as Float...
			Open Movie Again
sh	co	M	Open Movie Again as Float
			Remove Movie
			Import Audio From Movie...
			Import Audio from Movie to Arrange...
			Export Audio to Movie...
			Create Scene Markers (Auto Range)
			Remove Scene Markers (Auto Range)
			Open Audio Record Window...
			•Toggle (Mute) Audio Inputs
			•Toggle (Mute) Audio Tracks
			•Toggle (Mute) Audio Aux
			•Toggle (Mute) Audio Bus
			•Toggle (Mute) Audio Outputs
			Toggle Current Track Automation Off/Read
			Set Current Track to Automation Read
			Toggle Current Track Automation Touch/Read
			Toggle Current Track Automation Latch/Read
			Toggle Current Track Automation Write/Read
			Toggle Current Track Automation MIDI/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
			Set All Tracks to Automation Write
			Set All Tracks to Automation MIDI
ct	co	E	Automation Event Edit...
			Track Automation Settings...
			Toggle Automation controlling Volume
			Toggle Automation controlling Pan
			Toggle Automation controlling Mute
			Toggle Automation controlling Send Levels
			Toggle Automation controlling Plug-in parameters

			Toggle Automation controlling Solo
			Toggle Automation Quick Access
sh	co	G	Toggle Group Clutch
			Open Group Settings...
			Write Automation To End
			Write Automation To Right Locator
			Delete currently visible Automation Data of Current Track
			Delete All Automation Data of Current Track
			Delete Orphan Automation Data of Current Track
			Delete All Automation Data of All Tracks
			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
			Refresh Freeze Files
			•Refresh Audio Configuration
			Audio Hardware Setup
			Apogee Control Panel
			Audio Configuration
			Set Audio Record Path...
			Toggle Punch On The Fly
			Toggle Auto Input Monitoring
			Toggle Pre-Fader Metering
			Clear Overload Flag in Audio Channel Display
			Toggle Velocity Engine support
			Close Window
			Close Floating Window
	co	W	Close Window or Song
			Close Song without Save
			Select Next Window
			Redraw current window
	co	N	New...
			Initialize Song
	co	O	Open...
			Project Settings...
			Clean up Project...
			Consolidate Project...
			Rename Project...
op	co	W	Close
	co	S	Save
op	co	S	Save Song as...
			Save a Copy As...
			Save as Template...
			Save as Project...
			Revert to Saved...
			Page Setup...
	co	P	Print
			Import...
			Export Selection as MIDI File...
			Export Region as Audio File...

		Export Track as Audio File...	
		Export All Tracks as Audio File...	
		Export Song as OMF File...	
		Export Song as OpenTL File...	
		Export Song as AAF File...	
		Song to Final Cut Pro/XML...	
op	co	B	Bounce...
	co	Q	Quit
	co	Z	Undo
sh	co	Z	Redo
	op	Z	Undo History...
			Delete Undo History
	co	X	Cut
	co	C	Copy
	co	V	Paste
			Delete
	co	A	Select All
			Zoom Window
			Tile Windows
			Tile Windows horizontally
			Stack Windows
			Import Audio File...
]	Next Plug-In Setting
		[Previous Plug-In Setting
			Next EXS Instrument
			Previous EXS Instrument
			Next Plug-In Setting or EXS Instrument
			Previous Plug-In Setting or EXS Instrument
			Next Channel Strip Setting
			Previous Channel Strip Setting
			Copy Channel Strip Setting
			Paste Channel Strip Setting
			Save Channel Strip Setting as...
			Save as Performance...
			Next Channel Strip or Plug-in Setting or EXS Instrument
			Previous Channel Strip or Plug-in Setting or EXS Instrument
			Toggle Plug-In Delay Compensation: All/Tracks and

Instruments

----- Various Windows -----

	•Show Tools
Esc	•Set Next Tool
	•Set Previous Tool
F6	•Set Arrow Tool
F9	•Set Scissors Tool
	•Set Glue Tool
	•Set Eraser Tool
	•Set MIDI Thru Tool
	•Set Text Tool
	•Set Solo Tool

	F10		•Set Pencil Tool
			•Set Crosshair Tool
			•Set Mute Tool
	F8		•Set Finger Tool
			•Set Layout Tool
	F5		•Set Magnifying Glass Tool
			•Set Size Tool
			•Set Voice Separation Tool
			•Set Camera Tool
			•Set Velocity Tool
			•Set Quantize Tool
			•Set Audio Crossfade Tool
			•Set Automation Tool
	F7		•Set Marquee Tool
			Toggle Global Tracks
			Toggle Signature Track
			Toggle Tempo Track
			Toggle Chord Track
			Toggle Beat Mapping Track
			Toggle Marker Track
			Toggle Video Track
			Toggle Transposition Track
			Hide All Global Tracks
			Show All Global Tracks
	co	[Zoom Horizontal Out
	co]	Zoom Horizontal In
	op co	[Zoom Vertical Out
	op co]	Zoom Vertical In
	op	1	•Recall Zoom 1
	op	2	•Recall Zoom 2
	op	3	•Recall Zoom 3
sh	op	1	•Save as Zoom 1
sh	op	2	•Save as Zoom 2
sh	op	3	•Save as Zoom 3
		E	Zoom to fit Selection vertically and horizontally, store
Navigation Snapshot			
sh		E	Zoom to fit Selection horizontally, store Navigation Snapshot
sh	co	E	Zoom to fit Locators, store Navigation Snapshot
	op co	E	Store Navigation Snapshot
sh		Z	Navigation: Back
sh		X	Navigation: Forward
sh	ct	Up Arrow key	Page Up
sh	ct	Down Arrow key	Page Down
sh	ct	Left Arrow key	Page Left
sh	ct	Right Arrow key	Page Right
			1/3 Page Left
			1/3 Page Right
			1/8 Page Left
			1/8 Page Right
			Page Top

		Page Bottom
		Page Left-most
		Page Right-most
		Scroll In Play
	T	Hide/Show Transport
	H	Hide/Show Parameters
		Hide/Show Toolbox
		Grid
		Plain Background
	.	Catch Clock Position
		Link Window (Same Level)
	O	MIDI Out Toggle
	I	MIDI In Toggle
	M	Mute/unmute selected Notes/Regions/Folders
	F4	Hyper Draw: Disable
	F1	Hyper Draw: Volume
	F2	Hyper Draw: Pan
sh	F1	Hyper Draw: Modulation
sh	F2	Hyper Draw: Pitch Bend
		Hyper Draw: Note Velocity
sh	F3	Hyper Draw: Other...
	F3	Hyper Draw: Autodefine

----- Arrange and Various Editors -----

			•Go Into Folder or Region
			•Go Out of Folder or Region
sh	co	A	Deselect All
sh		T	Toggle Selection
sh		F	Select All Following
			Select All Following of Track
sh		I	Select inside Locators
			Deselect outside Locators
			Deselect Global Tracks
sh		U	Select empty Objects
			Select overlapped Objects
sh		E	Select Equal Objects
sh		S	Select Similar Objects
sh		H	Select Equal Channels
sh		P	Select Equal Subpositions
sh		M	Select Muted Regions/Events
			•Select First
			•Select Last
		Left Arrow key	•Select Previous Region/Event
		Right Arrow key	•Select Next Region/Event
sh		Left Arrow key	•Toggle Previous Region/Event
sh		Right Arrow key	•Toggle Next Region/Event
			Scroll To Selection
		Q	Quantize Again
			•Quantize: next value
			•Quantize: previous Value

sh	Q	De-Quantize
	Tab	Note Overlap Correction
sh	Tab	Note Force Legato
		Select Highest Notes
		Select Lowest Notes
		Voices To Channels
		Sustain Pedal to Note Length
		Note Overlap Correction (selected/selected)
		Note Force Legato (selected/selected)
		Note Overlap Correction for Repeated Notes
		•Delete Similar Objects
		•Delete but Keep Similar Objects
		•Delete and Select Next Region/Event
		Paste at original Position
	co B	Paste Replace
		Erase Unselected within Selection
	R	Repeat Objects...
ct	+	Merge Objects
		Split Regions/Events by Locators
ct	/	Split Regions/Events by rounded Song Position
	/	Split Regions/Events by Song Position
	co J	•Pickup Clock (Move Event to SPL Position)
sh ct	P	•Pickup Clock and Select Next Event
	co /	•Set Region/Event Start to SPL Position
	co \	•Set Region/Event End to SPL Position
sh	0	•Nudge Region/Event Position by SMPTE frame +1
sh	9	•Nudge Region/Event Position by SMPTE frame -1
		•Nudge Region/Event Position by SMPTE Bits +1
		•Nudge Region/Event Position by SMPTE Bits -1
		•Nudge Region/Event Position by SMPTE frame + 0.5
		•Nudge Region/Event Position by SMPTE frame - 0.5
		•Nudge Region/Event Position by SMPTE frame + 5
		•Nudge Region/Event Position by SMPTE frame - 5
		•Nudge Region/Event Position by Tick +1
		•Nudge Region/Event Position by Tick -1
op co	+	•Nudge Region/Event Position by Format +1
op co	-	•Nudge Region/Event Position by Format -1
		•Nudge Region/Event Position by Beat +1
		•Nudge Region/Event Position by Beat -1
		•Nudge Region/Event Position by Bar +1
		•Nudge Region/Event Position by Bar -1
		•Nudge Region/Event Position by + Nudge Value
		•Nudge Region/Event Position by - Nudge Value
		•Set Nudge Value to Tick
		•Set Nudge Value to Format
		•Set Nudge Value to Beat
		•Set Nudge Value to Bar
		•Set Nudge Value to SMPTE Frame
		•Set Nudge Value to 0.5 SMPTE Frame
		•Nudge Region/Event Length by Tick +1

- co + •Nudge Region/Event Length by Tick -1
- co - •Nudge Region/Event Length by Format +1
- Nudge Region/Event Length by Format -1
- Nudge Region/Event Length by Beat +1
- Nudge Region/Event Length by Beat -1
- Nudge Region/Event Length by Bar +1
- Nudge Region/Event Length by Bar -1
- Nudge Region/Event Length by SMPTE frame +1
- Nudge Region/Event Length by SMPTE frame -1
- op Up Arrow key •Event Transpose +1
- op Down Arrow key •Event Transpose -1
- Event Channel +1
- Event Channel -1
- U Event Position and Length / Time Ruler in SMPTE Units
- Page Up Unlock SMPTE Position
- Page Down Lock SMPTE Position
- Snap Mode: Smart
- Snap Mode: Bar
- Snap Mode: Beat
- Snap Mode: Format
- Snap Mode: Ticks
- Snap Mode: Frames
- Snap Mode: QF
- Drag Mode: Overlap
- Drag Mode: No Overlap
- Drag Mode: X-Fade
- Drag Mode: Shuffle L
- Drag Mode: Shuffle R

----- Windows showing audio files -----
 Show file(s) in Finder

----- Arrange Window -----

- Up Arrow key •Select previous Track
- Down Arrow key •Select next Track
- Left Arrow key •Select previous Region
- Right Arrow key •Select next Region
- \ •Deselect All Regions Except Recording Track
- Set Track and MIDI Thru Parameters by Region/Folder
- sh C Select Equal Colored Regions
- co F Pack Folder
- sh co F Unpack Folder
- Unpack Folder (Use Existing Tracks)
- Append Track to Track List
- ct Return Create Track
- sh ct Return Create Track with next Instrument
- Create Multiple Tracks...
- Delete Track
- ct T Delete unused Tracks
- Delete Redundant Audio Tracks

		Tracks for Overlapped Regions
		Tracks for Selected Regions
		Toggle Hide View
		Hide Current Track and Select Next Track
		Unhide All Tracks
	X	Toggle Track Mute
		Toggle Track Mute of all Tracks of Folder
ct	X	Toggle Track Mute of all Tracks With Same Instrument of Song
		Record Enable Track
		Toggle Track Solo
ct op		Down Arrow key Individual Track Zoom In
ct op		Up Arrow key Individual Track Zoom Out
		Toggle Individual Track Zoom
		Auto Track Zoom
ct op		Left Arrow key Individual Track Zoom Reset
ct op		Right Arrow key Individual Track Zoom Reset for All Tracks
		Make Alias
		Make Alias but Copy Folder
		Turn Alias to Real Copy
ct	A	Reassign Alias
sh	O	Find Original of Alias
sh	A	Select All Aliases of Region
		Select All Orphan Aliases
		Delete All Orphan Aliases
op	+	Audio Crossfade Options for Merge...
sh ct	+	Merge Regions per Tracks
	<	Snip: Cut Time and Move by Locators
sh	<	Insert Time and Move by Locators
co	<	Splice: Insert snipped part at Song Position
co	D	Demix by Event Channel
		Demix by Note Pitch
op co	T	Empty Trash
co	T	Open Trash
		Create New Instrument
		Create Trackname
ct	Backspace	Delete Trackname
		Move Selected Regions to track
		Adjust Tempo using Region Length and Locators
		Set Region(s) to Recording Position
ct	R	Convert Regions to New Regions
ct	F	Convert Regions to New Audio Files
		Adjust Region Length to Locators
		Adjust Region Length to Nearest Bar
		Strip Silence...
		Open in Apple Loops Utility...
		Copy ReCycle Loop
		Paste ReCycle Loop
		Search Zero Crossings
	N	Normalize
		Normalize without Channel

			Normalize without Channel and Delay
	op	Q	Apply Quantization Settings Destructively
		L	Toggle Loop
	op	L	Turn Loops to Real Copies
sh	op	L	Turn Loops to Aliases
		E	Erase Duplicated Events
			Set Optimal Region Sizes rounded by bar
			Set Optimal Region Sizes rounded by denominator
			Snap Region Start to Bar
		Tab	Remove Overlaps
sh		Tab	Tie Regions by Length Change
	op	Tab	Tie Regions by Position Change
			Replace Overlapped Regions
			Tie Regions within Locators
			Insert Instrument MIDI settings as Events
			Erase inside Locators
			Erase outside Locators
ct		E	Erase outside Region Borders
			Crop Regions outside Marquee Selection
			Remove Groove Template from list
			Make Groove Template
			Import DNA Groove Templates...
		- 75	Show Channel Strip Only
		- 67	View Track Automation
ct		D	Delay in ms
ct		O	Region Content
sh	op	C	Instrument Colors To Regions
sh	op	N	Tracknames To Regions
			Waveform vertical zoom x 1 (Normal)
			Waveform vertical zoom x 2
			Waveform vertical zoom x 4
			Waveform vertical zoom x 8
			Waveform vertical zoom out
			Waveform vertical zoom in

----- Track Mixer -----

- Toggle MIDI Instruments
- Toggle Audio Inputs
- Toggle Audio Tracks
- Toggle Audio Instruments
- Toggle Audio Aux
- Toggle Audio Busses
- Toggle Audio Outputs
- Toggle Global Switch

----- Environment Window -----

- New Standard Instrument
- New Multi Instrument
- New Mapped Instrument
- New Fader/Knobs/...

New Keyboard
 New Monitor
 New Arpeggiator
 New Transformer
 New Delay Line
 New Voice Limiter
 New Channel Splitter
 New Chord Memorizer
 New Audio Object
 ct Backspace Clear Cables only
 Clean up Positions
 Reset Sizes
 Align Objects
 Object move left
 Object move right
 Object move up
 Object move down
 Object Width -1 Pixel
 Object Width +1 Pixel
 Object Height -1 Pixel
 Object Height +1 Pixel
 ct C Hide/Show Cables
 ct P Protect Cabling/Positions
 •Toggle Channel Display Default of Multi Instrument
 sh T Toggle Selection
 Select Used Instruments
 sh U Select Unused Instruments
 sh D Select Cable Destination
 sh O Select Cable Origin
 Go to Layer of Object
 a Go to previous Layer
 ct V Send Selected Fader Values
 Send All Fader Values except Sysex
 Delete Layer
 Insert Layer
 ct S Cable serially
 Apply Buffer Template to Position and Size
 Apply Buffer Template to Position
 Apply Buffer Template to Size
 Apply Buffer Template to Definition
 Apply Buffer Template to Definition, channel increment
 Apply Buffer Template to Definition, number increment
 Apply Buffer Template to Cable(s)

----- Score Window -----

Page View
 ct P Explode Folders
 Explode Polyphony
 Hide/Show Instrument Names
 Hide/Show Page Rulers

		Color View: individual
		Color View: Show Pitch
		Color View: Show Velocity
		Color View: Show Polyphony
		Color View: Force Black and White
		Go to Page #...
op co	V	Paste Multiple
		•Paste Multiple at original Position
		Right Arrow key •Next Event
		Left Arrow key •Previous Event
		Down Arrow key •Next Staff
		Up Arrow key •Previous Staff
		Default Syncopation
		Force Syncopation
		Defeat Syncopation
		Default Interpretation
		Force Interpretation
		Defeat Interpretation
ct	S	Stems: default
ct	Home	Stems: up
ct	End	Stems: down
ct	Backspace	Stems: hide
		Stem End: Default Length
		Stem End: Move Up
		Stem End: Move Down
		Voice/Staff Assignment: default
		Voice/Staff Assignment: staff above voice
		Voice/Staff Assignment: staff below voice
ct	T	Ties: default
ct	Page Up	Ties: up
ct	Page Down	Ties: down
ct	B	Beam Selected Notes
ct	U	Unbeam Selected Notes
ct	D	Default Beams
		Not Independent
		Independent
		Independent Grace
ct	A	Default Accidentals
sh	#	Enharmonic Shift: #
sh	B	Enharmonic Shift: b
		Flats To Sharps
		Sharps To Flats
		Force Accidental
		Hide Accidental
		Guide Accidental
		Reset Note Attributes
		Reset Line Layout
op co	A	•Align Object Positions Vertically
		•Align Object Positions Horizontally
		•Align Object Positions

		Split To Channels
		•Nudge Position Up
		•Nudge Position Down
		•Nudge Position Left
		•Nudge Position Right
		Open Score Style Window
		Open Instrument Set Window
op	G	Settings: Global Format
op	N	Settings: Numbers and Names
		Settings: Guitar Tablature
		Settings: Clefs and Signatures
		Settings: Clefs and Signatures
		Settings: Clefs and Signatures
		Settings: Score Colors
		Selection To New Instrument Set
		•Partbox: 1/1 Note
		•Partbox: 1/2 Note
		•Partbox: 1/4 Note
		•Partbox: 1/8 Note
		•Partbox: 1/16 Note
		•Partbox: 1/32 Note
		•Next Partbox Symbol
		•Previous Partbox Symbol
		•Next Partbox Group
		•Previous Partbox Group
		•Attach Symbol: Fermata Up
		•Attach Symbol: Fermata Down
		•Attach Symbol: Staccato
		•Attach Symbol: Staccatissimo
		•Attach Symbol: Accent
		•Attach Symbol: Strong Accent
		•Attach Symbol: Long Accent
		•Attach Symbol: Tenuto
		•Attach Symbol: Up-Bow
		•Attach Symbol: Down-Bow
		•Attach Symbol: Flageolet
		•Attach Symbol: Pizzicato
		•Attach Symbol: Left Hand
		•Attach Symbol: Right Hand
		•Attach Symbol: Soft
		•Attach Symbol: Heavy
		•Attach Symbol: Jazz 1
		•Attach Symbol: Jazz 2
		•Attach Symbol: Jazz 3
		•Attach Symbol: Jazz 4
		•Attach Symbol: Jazz 5
		•Attach Symbol: Jazz 6
sh ct	Home	Insert: Slur Up
sh ct	End	Insert: Slur Down
sh ct	C	Insert: Crescendo

sh ct D Insert: Decrescendo

----- Event Window -----

Up Arrow key Scroll to Previous Event
Down Arrow key Scroll to Next Event
ct A Length as Absolute Position
ct L Relative Position
ct E •Numerical Edit of Event Position
ct D •Duplicate Event and Numerical Edit
ct V •Copy value to all following events

----- Hyper Edit -----

Create Hyper Set
Create GM Drum Set
Create Hyper Set For Current Events
Clear Hyper Set
ct Return Create Event Definition
ct Backspace Delete Event Definition
Create Multiple Event Definitions...
ct T Convert Event Definition...
ct C Copy Event Definition
ct V Paste Event Definition
Select All Event Definitions
Protect Values toggle
ct A Auto define toggle

----- Audio Window -----

Up Arrow key Select Previous Audio File
Down Arrow key Select Next Audio File
Show Audio File Details
Hide Audio File Details
Space bar Play/Stop Region
sh co I Add Audio File...
ct R Add Region
ct Backspace Delete File(s)
ct O Optimize File(s)...
ct B Backup File(s)
ct C Copy/Convert File(s)
ct M Move File(s)
Select Used
sh U Select Unused
Page Down Show All Regions
Page Up Hide All Regions
ct S Strip Silence...
ct I Import SDII Regions
ct E Export SDII Regions
sh G Create Group...
Delete selected Groups

----- Sample Edit Window -----

ct	Space bar	Play/Stop Selection
	Space bar	•Play/Stop All
		•Play/Stop Region
		•Play/Stop Region to Anchor
		•Play/Stop Region from Anchor
ct	B	Create Backup
		Revert to Backup
		Save A Copy As...
sh	co S	Save Selection As...
sh	R	Region -> Selection
sh ct	R	Selection -> Region
	Left Arrow key	•Go to Selection Start
	Right Arrow key	•Go to Selection End
		•Go to Region Start
		•Go to Region End
	Down Arrow key	•Go to Region Anchor
ct	R	Create New Region
ct	N	Normalize
ct	V	Change Gain...
ct	I	Fade In
ct	O	Fade Out
ct	Backspace	Silence
		Invert
ct	<	Reverse
ct	T	Trim
ct	D	Remove DC Offset
		Time and Pitch Machine...
ct	G	Groove Machine...
ct	E	Audio Energizer...
ct	C	Sample Rate Convert...
		Silencer...
ct	M	Audio to MIDI Groove Template...
ct	A	Audio to Score...
ct	Q	Quantize Engine...
ct	P	Search Peak
		Search Silence

----- EXS24 Instrument Editor -----

- Select zones pointing to selected group(s)
- Toggle Selection
- Previous Zone/Group
- Next Zone/Group
- Open file selector for selected zone
- New Zone
- New Group
- View: All / Toggle Mode
- View: Next Zone Parameter
- View: Next Group Parameter
- Copy Audio files
- Backup audio files of all USED and ACTIVE instruments of

current song...

- Shift selected zone(s) left
- Shift selected zone(s) right
- Shift selected zone(s) left (inc. root key)
- Shift selected zone(s) right (inc. root key)

----- Keyboard Input -----

	C	Note 'C'
sh	C	Note 'C#'
	D	Note 'D'
sh	D	Note 'D#'
	E	Note 'E'
	F	Note 'F'
sh	F	Note 'F#'
	G	Note 'G'
sh	G	Note 'G#'
	A	Note 'A'
sh	A	Note 'A#'
	B	Note 'B'
	/	Rest
		Next note will be sharp
		Next note will be flat
ct	C	Chord Mode
	M	Erase
	,	Step backwards
	.	Step forward
		Octave 0
		Octave 1
		Octave 2
		Octave 3
		Octave 4
		Octave 5
		Octave 6
	9	Octave - 2
	-	Octave - 1
	=	Octave + 1
	0	Octave + 2
	1	1/1 note
	2	1/2 note
	3	1/4 note
	4	1/8 note
	5	1/16 note
	6	1/32 note
	7	1/64 note
	8	1/128 note
		Next three notes are triplets
		Next two notes are a dotted group
sh	1	Velocity 16 (ppp)
sh	2	Velocity 32 (pp)
sh	3	Velocity 48 (p)

sh	4	Velocity 64 (mp)
sh	5	Velocity 80 (mf)
sh	6	Velocity 96 (f)
sh	7	Velocity 112 (ff)
sh	8	Velocity 127 (fff)
		Sustain inserted note(s)
		Quantize note starts on/off

----- Project Manager -----

- Up
- Down
- Left
- Right
- Scan
- Expanded Scan
- Scan folder...
- Abort scan process
- Check for modified or deleted files
- Clear scanned data
- Save Project Manager data
- Install files from...
- Toggle find mode
- Toggle Scan Paths mode
- Set selected folder as display root
- Move display root one level up
- Move display root to top
- Consolidate files of selected Songs...
- Add selected files to Audio Window
- Find used files for selected items
- Find unresolved file references for selected items
- Move used files for selected EXS-Instruments...
- Copy selected EXS-Instruments and used samples...
- Convert selected REX files to Apple Loops...
- Set comment 1 for selected...
- Set comment 2 for selected...
- Show details for selected
- Hide details for selected
- Move selected items...
- Copy selected items...
- Start/stop preview
- Back
- Update file list in find mode
- Add selected files to Arrange

----- Global Control Surfaces Commands -----

- Open Setup
- Open Setup as Float
- 92 Open Controller Assignments
- Open Install
- Scan all models

Rebuild Defaults
Learn new Controller Assignment

----- Setup Window -----

As Icons
As List

----- Install Window -----

Scan for selected models
Scan all models
Add selected models