

Console key combinations:

Be aware of syntax [SubFaderbutton] = [Assign]

[Fetch]&[Attribute wheel button] : Fetch attribute from Preset/Cue **##** in current sequence.

[Fetch]&[F/C/B/P/E/A] : Fetch attributes from Preset/Cue **##** in current sequence. With popup.

[C/Alt]&[-] : Start entering a negative number

[F/C/B/P/E/A]&[Assign] : Load Palette in Field.

[F/C/B/P/E/A]&[Ch] : Select devices in palette.

[Load]&[Assign] : Load Preset in Field.

. [Load]&[Assign] : Load Group in Field.

[Group]&[Assign] : Load Group in Field.

- If Group **##** exists ->Assign Look in Field.

- If Group **##** does not exist: Record new Look and assign in Field.

[Group]&[Assign] : Record new Group and Load in Field.

[Load]&[Assign] : Load active channels in Field.

[Time]&[Assign] : Set time to Field.

[Start]&[Assign] : Start timed fade.

[C/Alt]&[Assign] : Clear Field.

[Edit]&[Assign] : Open Field editor.

[C/Alt]&[F/C/B/P/E/A] : Clear palette references for selected channels (according to All/One)

[Next]&[Last] : Toggle All/One mode.

[C/Alt]&[+%] : Increase levels with **##** percent of actual value.

[C/Alt]&[-%] : Decrease levels with **##** percent of actual value.

[Arrow Down]&[Arrow Up] : Toggle maximized of focused floating window.

[Arrow Up]&[Arrow Down] : Toggle Double Editor On/Off in browsers.

[Arrow Down]&[Arrow Right] : Toggle expand/collapse of focused node.

[Arrow Right]&[Arrow Left] : Open local menu. (might not work yet)

[Page]&[Record] : Record page.

[F/C/B/P/E/A]&[Record] : Record palette.

[F/C/B/P/E/A]&[Record New] : Record palette.

[Edit]&[F/C/B/P/E/A] : Open palette editor.

[Time]&[A] : Set Out Time for focused sequence step. (A or B according to preferences)

[Time]&[B] : Set In Time for focused sequence step. (A or B according to preferences)

[Delay]&[A] : Set Out Delay for focused sequence step. (A or B according to preferences)

[Delay]&[B] : Set In Delay for focused sequence step. (A or B according to preferences)

[Ch]&[Time] or **## [Time]&[Ch]** : Set **##** as part fade time for selected channels. (A or B according to preferences)

[Ch]&[Delay] or **## [Delay]&[Ch]** : Set **##** as part fade delay for selected channels. (A or B according to preferences)

[MoveTime]&[Delay] : Set attribute delay for selected channels already recorded in links.

[THRU]&[All] : Same as **## [Thru]** except that only channels with level>0 will be selected.

[C/Alt]&[Ch] : Set all levels in active field to zero.

[C/Alt] [Ch] or **[0] [Ch]** : Deselect all active channels.

[At Level]&[All] : keep **only** channels with intensity selected

[Preset]&[At Level] : Select channels in Preset ##, and fetch levels.
[Preset]&[Thru] : Preset Thru, if previous was ## [Preset]/[Preset][+]/[Preset][-].
[Preset]&[+] : Add channels recorded in Preset ## to selected channels.
[Preset]&[-] : Remove channels recorded in Preset ## from selected channels.
[.]&[Thru] : Group Thru, if previous was group selection.
[.]&[+] : Add channels in Group ## to selected.
[.]&[-] : Remove channels in Group ## from selected.
. [Ch]&[At Level] : Select channels in Group ##, and fetch levels.

[Look]&[F/C/B/P/E/A] : Fetch corresponding positions from Look ##.
[Look]&[Ch] : Select Instruments in Look ##.
[Look]&[Assign] :
- If Look ## exists ->Assign Look on fader.
- If Look ## does not exist: Record new Look and assign to fader.
[Look]&[Assign] : Record new Look and assign to fader.

[Copy Attributes]&[F/C/B/P/E/A] : Copy corresponding parameters from Instrument ##.
[Copy Attributes]&[F/C/B/P/E/A] : Copy corresponding parameters from focused Instrument.

[+]&[Assign] : Add channels in field to current selection.
[-]&[Assign] : Subtract channels in field from current selection.

[Screen]&[Arrow Up] : Move focus and mouse to higher screen #. With wraparound.
[Screen]&[Arrow Down] : Move focus and mouse to lower screen #. With wraparound.
[Screen]&[Arrow Right] : Change to higher subscreen # on screen with mouse. With wraparound.
[Screen]&[Arrow Left] : Change to lower subscreen # on screen with mouse. With wraparound.