

Commands	Default Key	Function	Keywordthiness Score /10	Notes
Commands: Add Track				Chord, Signature, Tempo, Transpose, and Video Tracks are unique in each project. This means you can only have one of each
Add Track...	T	Opens a window, from which you can add new tracks of all types. The window can remain open if you wish, so that you can keep adding tracks one after another.	10	
Arranger		Adds an Arranger track, no further input required.	1	
Audio		Opens a window, in which the user configures the audio track(s) before creating them. Options are input/output routing, naming, and how many tracks to create.	1	
Audio Mono		Adds an audio mono track, without further user input. Naming starts as "Audio 01" and keeps going.	3	
Chord		Adds a Chord Track, without further user input.	0	
Folder		Opens a window, in which the user can name the folder before creating it.	1	
FX Channel		Opens a window, in which the user configures the effects track(s) before creating them. Options are: effect choice, configuration of inputs/outputs, creating inside a folder or outside a folder, naming, and how many tracks to create.	3	
Group		Opens a window, in which the user configures the group track(s) before creating them. Options are: Configuration of inputs/outputs, creating inside a folder or outside a folder, naming, and how many tracks to create.	3	
Instrument		Opens a window, in which the user configures the instrument track(s) before creating them. Options are: Instrument choice, configuration of output, and how many tracks to create.	1	
Marker		Opens a window, in which the user names the marker track(s) before creating them. Options are: Name, how many tracks to create.	1	
MIDI		Opens a window, in which the user names the MIDI track(s) before creating them. Options are: Name, how many tracks to create.	1	
Ruler		Opens a window, in which the user names the Ruler track(s) before creating them. Options are: Name, how many tracks to create.	1	
Sampler		Opens a window, in which the user names the Sampler track(s) before creating them. Options are: Name, how many tracks to create.	1	
Signature		Adds a Signature track, without further user input.	0	
Tempo		Adds a Tempo track, without further user input.	0	
Transpose		Adds a Transpose track, without further user input.	0	
Using Track Preset...		Opens a window, in which the user chooses the preset upon which the created will be based.	3	
VCA Fader		Opens a window, in which the user names the VCA Fader track(s) before creating them. Options: Create inside a folder or outside a folder, name, how many tracks to create.	3	
Video		Adds a Video track, without further user input.	0	

Commands: Analyze				
Spectrum Analyzer		Function: Brings up a Spectrum Analyzer window, when inside the Sample Editor (audio editor), or when an Audio Event is selected.	5 (available in Audio Menu, depends on frequency of usage)	
Statistics		Function: Brings up a Statistics window, when inside the Sample Editor (audio editor), or when an Audio Event is selected.	5 (available in Audio Menu, depends on frequency of usage)	
Commands: Arranger				If you are working with the Arranger, it is worth it to create an extra keycommands
Activate		Activates Arranger Mode.	10 if working with Arranger	
First Repeat		Returns to the first repeat of the current arranger chain step.	4 if working with Arranger	(You have an Arranger chain that comprises of A and B. A is to be repeated 3 times, B 1 time. If at any time during
Last Repeat		Skips to the last repeat of the current arranger chain step.	4 if working with Arranger	(You have an Arranger chain that comprises of A and B. A is to be repeated 3 times, B 1 time. If at any time during
Next Chain Step		Skips to the next step of the arranger chain.	4 if working with Arranger	(You have an Arranger chain that comprises of A and B. A is to be repeated 3 times, B 1 time. If at any time during
Previous Chain Step		Skips to the previous step of the arranger chain.	4 if working with Arranger	(You have an Arranger chain that comprises of A and B. A is to be repeated 3 times, B 1 time. If at any time during
Trigger Arranger Event 1-20		Triggers the corresponding arranger event.	10 if working with Arranger	
Commands: Audio				
Adjust Fades to Range	A	Adjusts the Fades of the event to the limits of the range.	10	If you have an audio event that starts at 1 and ends at 9, but the "good part" is between 4 and 8, you take your range
Auto-Grid	Shift Q	In Sample Editor, under Definition, there exists Auto Adjust. That's what the key command does.	5+ depending on workflow	
Bounce Selection		Bounces Selection. Works with range selection, perfect for making heavily cut, crossfaded, stitched parts, into a clean event again.	5+ depending on workflow	
Close Gaps		Time stretches the selected event so that it extends up to the next event.	5+ depending on workflow	We have an event that starts on 1, ends on 2. We have another event that starts on 6. If we select the first event and fire
Close Gaps (Crossfade)		Not exactly sure. It seems that when using events that have been cut or resized, using this function closes the gaps by using parts from the whole audio file (before cutting or resizing the event) and applies a crossfade between the two events, if the original length of the file allows for it.	?	
Constrain Delay Compensation		Deactivates latency-inducing plugins.	2 (unless button not present on any toolbar)	
Convert Tracks: Mono to Multi-Channel		Brings up a window from which the user can convert tracks from mono to other multi-channel configurations.	4 (Found in Audio>Convert)	
Convert Tracks: Multi-Channel to Mono		Brings up a window from which the user can convert tracks from multi-channel configurations to mono tracks.	4 (Found in Audio>Convert)	

Create Sampler Track		Having selected an audio event, hitting the key command creates a sampler track with the selected event loaded into the sampler.	3 depending on workflow (last item in audio menu, easy to find)	
Crossfade	X	Creates a crossfade between two audio events.	10	
Decrement Event Volume	Ctrl -	Lowers volume of the selected event by 1dB.	5	
Decrement Fade-In Length		Moves fade in anchor to the left, in steps relatively proportional to the grid setting.	5	
Decrement Fade-Out Length		Moves fade out anchor to the right, in steps relatively proportional to the grid setting.	5	
Delete Overlaps		When two or more events overlap, this command deletes what's underneath the overlapping area. Tip: If this command seems to delete part of the wrong event, You can use U to uncover the event that is being overlapped.	5+ depending	
Detect Silence		Brings up the detect silence window, where we can easily chop up an event stripping silence in between program material.	6+ (hidden two-deep in Audio Menu)	
Disable/Enable Track		As it says. A toggle to disable/enable the selected track.	4- (easily accessible on right click menu)	
Dissolve Part		When you select 4 audio events and glue them together, you get a part. This command allows you to dissolve the part, and go back to having 4 audio events.	5+ (Audio menu)	
Event or Range as Region		Creates Regions (available in the Sample Editor), from a selection of events, or a range.	6+ depending (under Audio>Advanced)	
Events from Regions		When you have regions, and adjust their ranges, you can then select the original events (wherein the regions extend), and use this command to have the events change their lengths to what the regions dictate.	6+ depending (under Audio>Advanced)	
Events to Part		Makes a selection of events into a Part. (The opposite of dissolve part)	5+ (Audio menu)	
Fade In to Cursor		When you have an audio event selected, this command will apply a fade-in that finishes at the position of the project cursor.	5+ (Audio menu)	
Fade Out to Cursor		When you have an audio event selected, this command will apply a fade-out that starts at the position of the project cursor.	5+ (Audio menu)	
Find Selected in Pool		As it says. You select an event, give the command, and then the Pool window pops up, with the respective file highlighted.	5+ (Audio menu)	
Generate Harmony Voices...		Auto-creates harmony voices.	5+ (Audio menu)	
Increment Event Volume	Ctrl =	Raises volume of the selected event by 1dB.	5	
Increment Fade-In Length		Moves fade in anchor to the right, in steps relatively proportional to the grid setting.	5	
Increment Fade-Out Length		Moves fade out anchor to the left, in steps relatively proportional to the grid setting.	5	
Invert Phase On/Off		Flips the polarity of the selected event.	7 depending (easily found second from last in Audio menu, but I find I use flip polarities in bursts, so...)	Note: This is not the channel PRE's flip phase button.
Minimize File		In pool, you can use this command to minimize the audio file to what the event shows. (The file itself may be longer, due to audio pre-record)	3 (in pool, right click on the file, then easily found in the menu OR in Media menu)	Notes: Minimize Audio is found in Media and not in Audio as expected.

Open Fade Editors		When you have an event that has fades applied to it, issuing the command will bring up the fade editors.	0 if used alone, 5 if used with Increment/Decrement Fade In/Out (It is not possible to enter new points with the keyboard in the Fade Editor)	Note: The fade editors open on top of each other. You see the fade-out editor, and then when you finish adjusting and close the window, the fade-in editor
Remove Extension from Selected Events		Not sure. Probably removes ARA extensions from the selected events?	?	
Remove Fades		Removes fades from selected events	5+ depending	
Remove Volume Curve		If you take your draw tool and draw on an event, you get a volume curve (or envelope). This command allows you to remove it.	3+ depending (third from last in Audio menu)	
Set Definition From Tempo		Brings up the Set Definition From Tempo, window, in which you can apply the current Tempo to the event in the project, or the relevant file itself, and switch it to musical mode, so that you can then time stretch to Bars and Beats.	5+ depending (hidden two deep in Audio>Advanced)	
Set Tempo From Event		Sets the global (project) tempo from a selected event. You need to use the locators to define the wanted length.	5+ depending (hidden two deep in Audio>Advanced)	Example: In a new project, record 9 claps. (in time. Any time) Crop the event so that it starts right at clap 1, and ends right before clap 9. We now have 2 measures of 4/4. Park the event to the start. Then
Snap Point to Cursor		Issuing the command will move the Snap Point of the Event to where the project cursor currently is.	8+ depending (found in the middle of Audio menu)	
Stretch to Project Tempo		Stretches event to project Tempo	5+ depending (hidden two deep in Audio>Advanced)	
To Origin		Moves event to Origin (Note: Origin Time for the audio file can be found in the Pool window)	inf.(?) (cannot seem to find it anywhere in Cubase. Key command only?)	
Update Origin		Updates the event's Origin Time after you have moved it.	3+ (Found in Audio menu)	Origin Times take into account Audio Pre-Record Seconds preference. If you have 1 second pre-record, and you have a 4/4
Commands: Audio Alignment				
Add Selection as Alignment Reference		Uses the selected event as Alignment Reference. The Audio Alignment panel must be open.	8 if all alignment key commands are assigned.	
Add Selection as Alignment Target		Uses the selected event(s) as Alignment Target(s). The Audio Alignment panel must be open.	8 if all alignment key commands are assigned.	
Align Audio		Performs the actual Alignment, after the reference and targets have been set. The Audio Alignment panel must be open.	8 if all alignment key commands are assigned.	
Open Audio Alignment Panel		Opens and closes the Audio Alignment Panel. The Audio Alignment panel must be open (just kidding)	8 if all alignment key commands are assigned.	
Remove Alignment Reference		If an alignment reference has already been assigned, you can remove it with this command.	8 if all alignment key commands are assigned.	
Remove All Alignment Targets		If alignment targets have already been assigned, you can remove all of them at once with this command.	8 if all alignment key commands are assigned.	

Commands: Audio Export				Tip: To get the most out of those keycommands, you should also assign Commands>File>Export Audio Mixdown,
Increase Counter Start Value		In Export Audio Mixdown, you can apply naming schemes. One of the options is to have a counter (e.g. Audio 01-001, Audio 01-002, Audio 01-003). This command increases the counter start value from the main Export Audio Mixdown window.	2	
Perform Audio Export		Presses the button Export Audio, when the Export Audio Mixdown window is open.	0 (unless on resolution less than 1920x1080 ?)	
Reset Counter Start Value		In Export Audio Mixdown, you can apply naming schemes. One of the options is to have a counter (e.g. Audio 01-001, Audio 01-002, Audio 01-003). This command resets the counter start value from the main Export Audio Mixdown window.	2	
Sync Channel Selection with MixConsole		Select some channels in your MixConsole. Then open up Export Audio Mixdown. Issuing this command will tick (for export) the channels you have selected in the MixConsole.	6	
Commands: Audio Realtime Processing				
Create Warp Markers from Hitpoints.		What it says. Creates Warp Markers from Hitpoints	4 (Works directly on selected event (provided that preference Automatic Hitpoint Detection is ticked). The command itself is easily found in the Sample Editor>Hitpoints>Create Warp Markers from Hitpoints)	
Flatten Realtime Processing		What it says. Takes your (Audio File + processing) and makes it into a (new processed audio file), ready for a new round of processing, if you wish. User input is required, in choosing the algorithm that will be used.	4	
Unstretch Audio		What it says. If an audio event has been stretched, this command unstretches it.	6	
Commands: Automation				Notes: Most of the key commands for automation, especially the 8+8 read/write suspend buttons, are invaluable if used
Automation Mode - Auto-Latch		Switches to Auto-Latch mode	7	
Automation Mode - Cross-Over		Switches to Cross-Over mode	7	
Automation Mode - Touch		Switches to Touch mode	7	
Automation Mode - Trim		Activates/Deactivates Trim mode	7	
Delete All Automation in Project		What it says	0 (10 if you are sure you don't accidentally hit it. Because it runs instantly, no confirmation required.)	
Delete Automation in Range		What it says	10	
Delete Automation of Selected Tracks		What it says	5 (Again, caution is advised, no confirmation required)	

Fill Gaps		Cycles through Enable, Lock, Disable of the "Fill Gaps" button of the Automation Panel. Enabling it allows the gaps to be auto-filled as you draw new automation segments (or touch/move/release, retouch faders).	5+	
Fill Gaps on Selected Tracks		THIS is the key command that fills gaps between automation segments. It acts instantly, and on a selection of one or more tracks.	8+	
Fill Gaps with Current Value (Selected Tracks)		This key command instantly fills gaps between automation segments on all selected tracks with the Current Value. Tip: If there is truly a gap under the cursor, you can change what the current value is, directly from the Automation lane (or faders). You set each lane or fader to the desired value, and then issue the key command. Observe how gaps have been filled with each lane's selected value.	8+	
Fill Loop		Cycles between On/Lock/Disable for the "Fill" button of the Automation Panel. When active, you touch a fader, adjust until you have the desired level and you let go. What happens is that the value grabbed when you let go of the fader will fill the loop (between the left and right locators).	5+	
Fill To End		Cycles between On/Lock/Disable for the "To End" button of the Automation Panel. When active, you touch a fader, adjust until you have the desired level and you let go. What happens is that the value grabbed when you let go of the fader will fill the lane to the end of the project.	5+	
Fill To Punch		Cycles between On/Lock/Disable for the "To Punch" button of the Automation Panel. When active, you touch a fader, adjust until you have the desired level and you let go. What happens is that the value grabbed when you let go of the fader will fill the lane back in time to the moment where you first grabbed the fader.	5+	
Fill To Start		Cycles between On/Lock/Disable for the "To Start" button of the Automation Panel. When active, you touch a fader, adjust until you have the desired level and you let go. What happens is that the value grabbed when you let go of the fader will fill the lane back to the start of the project.	5+	
Freeze All Trim Automation in Project		This is like flatten processing for automation. When we have an automation pass and a trim pass, their sum is depicted as a third line. Upon issuing this command, this "third line" becomes the NEW actual automation, and trims are reset to zero. For the whole project.	3+ depending (much higher if using trim extensively)	
Freeze Trim Automation of Selected Tracks		This is like flatten processing for automation. When we have an automation pass and a trim pass, their sum is depicted as a third line. Upon issuing this command, this "third line" becomes the NEW actual automation, and trims are reset to zero. For the Selected Tracks.	3+ depending (much higher if using trim extensively)	
Hide All Automation		Hides all automation lanes.	10	
Hide Automation		Hides automation lanes of the selected track(s).	10	
Next Automation Mode		Cycles through Touch, Auto-Latch, Crossover modes.	7 (matter of preference, there exist separate commands for each mode too)	
Open Panel	F6	Brings up the Automation Panel	10	
Punch Out of Latch Automation		When in Auto-Latch Mode, you can manually punch out of the automation pass with this command.	7	

Read Automation for All Tracks On/Off	Alt R	Global enable/disable read button for all Track Automation. Note: This command is like pressing the R button in the Automation Panel	10	
Read Automation for Selected Tracks On/Off		What it says.	5+	
Show All - Used Only		This key command toggles the Used Only option at the bottom right of the Automation Panel. When unticked, the buttons above (Volume, Pan, EQ, Dynamics, Sends, Inserts, Show Used) will show the relevant automation lanes, whether they contain data or not. When ticked, the buttons will only show the relevant automation lanes that contain data.	6+	
Show All EQ Automation		This key command shows EQ automation lanes for all tracks, and cycles through the 4 bands. If Used Only is ticked, it will show just the lanes with EQ automation data on them.	6+	
Show All Insert Automation		This key command shows Insert automation lanes for all tracks, and cycles through the insert plugins' parameters. If Used Only is ticked, it will show just the lanes with Insert automation data on them.	6+	
Show All Pan Automation		This key command shows Pan automation lanes for all tracks, and cycles through the two channel pans, and the 8 sends pans. If Used Only is ticked, it will show just the lanes with Pan automation data on them.	6+	
Show All Send Automation		This key command shows Sends automation lanes for all tracks, and cycles through the eight sends. If Used Only is ticked, it will show just the lanes with Send automation data on them.	6+	
Show All Used Automation		This key command shows all used automation lanes for all tracks. I don't think Used Only affects this command in any way.	10	
Show All Volume Automation		This key command show Volume automation lanes for all tracks. If Used Only is ticked, it will show just the lanes with Volume automation data on them.	6+	
Show Automation		This key command expands the automation lanes of the selected tracks. It does the same job as clicking to the semi-hidden button on the bottom left of a track header, just under the symbol for each track type. (e.g. the squiggly wave for audio tracks)	8 (if paired with Hide All Automation)	
Show Used Automation (Selected Tracks)		This key command shows all of the selected track's (or tracks') automation lanes that contain data.	8 (if paired with Hide All Automation)	
Suspend Reading All		This toggle key command will turn automation read on and off.	7	
Suspend Reading Dynamics, EQ, Inserts, Mute, Others, Pan, Sends, Volume		These 8 commands suspend read of the corresponding automation data.	4	
Suspend Reading/Writing All		What it says. The A button next to R W in the Automation Panel.	10	
Suspend Writing All		What it says. Will only read automation, will not allow writing automation.	4	
Suspend Writing Dynamics, EQ, Inserts, Mute, Others, Pan, Sends, Volume		These 8 commands suspend write to the corresponding automation data.	4	
Use Virgin Territories		Toggles the usage of Virgin Territories on and off.	4	

Write Automation for All Tracks On/Off	Alt W	Disables automation write for all tracks.	10	
Write Automation for Selected Tracks On/Off		Disables automation write for the selected track(s).	8	
Commands: Beat Designer				All commands control the MIDI Insert Plug-in "Beat Designer", and allow transforming Beat Designer's patterns into MIDI parts.
Fill Loop with Pattern		If you have a pattern ready in the Beat Designer, this command will paste the pattern to the midi track over and over until it fills the space between the left and right locators.	5+	
Insert Pattern at Cursor		As it says. Inserts the pattern at the cursor's position.	5+	
Insert Pattern at Left Locator		As it says. Inserts the pattern at the Left Locator.	5+	
Insert Subbank at Cursor		Those button labels called "1", "2", "3" and "4" over the piano keys are subbanks. Each subbank can contain up to 12 patterns, on each piano key. When you give this command, the patterns contained within the pattern will be pasted one after the other at the cursor's position. Note: If you have 3 patterns, one on key C, one on key F, one on Key Bb, they will still be pasted one after the other, with no gap between them.	5+	
Insert Subbank at Left Locator		Those button labels called "1", "2", "3" and "4" over the piano keys are subbanks. Each subbank can contain up to 12 patterns, on each piano key. When you give this command, the patterns contained within the pattern will be pasted one after the other at the left locator. Note: If you have 3 patterns, one on key C, one on key F, one on Key Bb, they will still be pasted one after the other, with no gap between them.	5+	
Commands: Channel & Track Visibility				Notes: Activating Sync Project and MixConsole will allow visibility changes done to the mixer apply to the project, and vice versa. This is very important, because some visibility agents that are otherwise exclusive to the project window OR the mixconsole, become readily available for both! Tip: If working with Sync Project & MixConsole, I find it better to make configurations "native" to the target window. For example, in the project window I wouldn't waste a configuration that would show me just channels 1, 4, 6,
Agents: Hide Muted Tracks		Hides muted tracks.	8	

Agents: Hide Selected Channels/Tracks		As it says.	8	
Agents: Redo Visibility Change		As it says. Tip: If you apply a visibility change, it's faster to change between the before/after states by undoing/redoining visibility changes than applying different agents.	9	
Agents: Show All Channels/Tracks		As it says.	5+10 depending (easily accessible both in the project window and the mixconsole)	
Agents: Show Channels that are Connected to the First Selected Channel		Shows all the channels that are connected to the first selected channel. A powerful agent. Example: If you select an effects return channel and give the command, all channels will vanish except those that are connected to the effect return in any way, be it direct routing or sends. Then use visibility undo to return to the previous visibility status.	10	
Agents: Show Channels/Tracks with Data		As it says. Shows only Channels/Tracks that contain data. Every other channel/track is hidden from view. Note: An empty midi part still counts as data.	5+ depending (easily accessible both in the project window and the mixconsole)	
Agents: Show Channels/Tracks with Data at the Cursor Position		As it says. Shows only Channels/Tracks that contain data at the cursor's position. Every other channel/track is hidden from view. Note: An empty midi part still counts as data.	5+ depending (easily accessible both in the project window and the mixconsole)	
Agents: Show Channels/Tracks with Data between the Locators		As it says. Shows only Channels/Tracks that contain data between the Locators. Every other channel/track is hidden from view. Note: An empty midi part still counts as data.	5+ depending (easily accessible both in the project window and the mixconsole)	
Agents: Show Only Selected Channels/Tracks		As it says.	8+ depending (easily accessible both in the project window and the mixconsole)	
Agents: Show Tracks with Selected Events		As it says. When you have selected a bunch of events and give the command, only the tracks with the selected events will be shown, all others will be hidden.	8+ depending (easily accessible in the project window)	
Agents: Undo Visibility Change		As it says. If you have applied a visibility agent and you give the command, it takes you back to the previous visibility status.	10	
Create Visibility Configuration		Creates a new visibility Configuration. Note & Tip: The command is common for both the project window, and the mixconsole. However, the window that has focus will receive the command, and the resulting visibility configuration will be for that window. But, with Sync Project & Mixconsole Visibility enabled, and some careful focus shifts, we can double the visibility configurations to 16.	9 depending (if not fan of Sync Project & MixConsole, avoid!)	Example: Focus to the project window. Activate Sync Project & Mixconsole. Manually hide some channels from the visibility tab. Then give the command. Name the configuration "1". Observe, that visibility configuration "1" is available for the project window. Now switch to the mixconsole and observe that the visibility configuration has been applied!
Sync Visibility of Project and MixConsole: On/Off		This command will switch on and off the synchronization between the visibility of the Project window and the MixConsole. While this is on, any visibility changes made on the project window will apply to the mixconsole, and vice versa.	2 (easily accessible, project window must have focus for the command to work)	

Update Visibility Configuration		This command will "save", and overwrite your currently selected visibility configuration. Disambiguation: Load a configuration, and then make some changes (e.g. Hide some channels). Notice the asterisk next to the number. This means the configuration has been changed from what it is. If you wish to save those changes to your configuration, give the command. Your configuration will now be updated to include the changes, and the asterisk will be gone.	7+ (caution is advised, works instantly, and the command is common for both the project and the mixconsole depending on which window has focus)	
Visibility Configuration 1-8	Ctrl Alt 1-4	Instantly recalls the configuration with the corresponding number from 1 to 8.	10 (remember that the window that has focus receives the command, be it the project window or the mixconsole window)	
Commands: Channel Settings				<p>Notes: It is sad that channel settings do not have any more key commands. Even a simple "Insert Effect on Next Free Slot", or "Activate Send 1-8" would go a long way. No way to control even the pre section, no way to even push the "phase" button. This section definitely needs some love.</p> <p>Observation: The window is divided in three zones. Tab will switch focus to the first element of each zone. However, Show Next Tab/Show Previous Tab commands do not work in this window, making it impossible to switch from Inserts to Strip in the left zone, for</p>
Show/Hide Direct Routing		As it says. Shows/Hides the side panel that contains the direct outputs routing.	0 (easily accessible in Set up Window Layout of the Channel Settings window)	
Show/Hide Output Chain		As it says. Shows/Hides the chain of outputs. If the channel goes through a group 1, and then this group 1 goes to group A, and then group A goes to the Master, it will reveal those 3 faders; group 1, group A, Master.	0 (easily accessible in Set up Window Layout of the Channel Settings window)	
Chords				
Assign Voices to Notes		When you select a chord, this command will assign voices to the notes, depending on the number of voices.	5 (Project > Chord Track)	<p>Example: Insert four notes in the Key Editor. Select them. Give the command. Notice how each note has been assigned a voice when you select them: Bass, Tenor, Alto, Soprano.</p> <p>Note: This command will also work for arpeggios. (This means that if you insert four notes, C3 at 1.1,E3 at 1.2, G3 at 1.3, and C4 at 1.4, and then select them and give the command, they will still get Bass,</p>

Chord Editing - Add to Chord Track		When you select a chord, this command will create a Chord Track (if it doesn't exist yet) and add the chord to the Chord Track.	3 (easily accessible from Chord Editing inspector panel)	<p>Note: Any selection of notes with work with the command, and the resulting voicing will be the sum of this selection.</p> <p>Example: Insert two chords. At 1.1 have C3, E3, G3, B3. At 1.3 have D3, F3, A3. Then select the first chord and give the</p>
Chord Editing - Drop 2		When you select a chord and give this command, the note second from the top will be transposed one octave down.	3 (easily accessible from Chord Editing inspector panel)	
Chord Editing - Drop 2 and 4		When you select a chord and give this command, the note second from the top, and the note fourth from the top, will be transposed one octave down.	3 (easily accessible from Chord Editing inspector panel)	
Chord Editing - Drop 3		When you select a chord and give this command, the note third from the top will be transposed one octave down.	3 (easily accessible from Chord Editing inspector panel)	
Chord Editing - Inversions: Move Down		When you select a chord and give this command, the top note will be transposed one octave down.	3 (easily accessible from Chord Editing inspector panel)	<p>Note: A bit misleading the name of this key command. I thought move down would take me from a 2nd inversion to 1st inversion, automatically bringing the 3rd of the chord to the bass (and sending up the 5th from the bass to the inner voices). The correct description is in the tooltip of the command, at Inspector's Chord Editing > Inversions. "Move highest note to bottom".</p>
Chord Editing - Inversions: Move Up		When you select a chord and give this command, the bottom note will be transposed one octave up.	3 (easily accessible from Chord Editing inspector panel)	<p>Note: A bit misleading the name of this key command. I thought move up would take me from a 1st inversion to 2nd inversion, automatically bringing the 5th of the chord to the bass (and sending up the 3rd from the bass to the inner voices). The correct description is in the tooltip of the command, at Inspector's Chord Editing > Inversions. "Move lowest note to top".</p>
Chord Editing - Match with Chord Track		When you select a chord and give this command, it will be transformed to match the voicing shown at the Chord Track	3 (easily accessible from Chord Editing inspector panel)	<p>Note: This command doesn't seem to work with multiple chords.</p> <p>Example: We have a chord track with one chord per bar. The chords are: Cmaj7, Fmaj7, Dmin7, G7. If we draw one four</p>
Chord Pads Setup...		Brings up the Chord Pads setup window.	5 (two clicks from the Lower Zone Tabs, or in Project > Chord Pads)	

Chords to MIDI		When you have a track selected (Instrument, MIDI), giving this command will realize the chord track. Plainly said, it will create a midi part, and fill it with the right notes, as defined in the Chord Track. Chord Track says Cmaj7, midi track will have C, E, G, B.	5 (In Project > Chord Track)	Note: Works from project window, when a track (MIDI, Instrument) is selected. When used, the track will have its "Follow Chord Track" enabled and switched to
Create Chord Symbols		This command will detect the chords of the selected tracks, and insert them to the Chord Track	5 (In Project > Chord Track)	Note: This command works according to selection. If you have a track with Am, G, select it and give the command, the Chord Track will then have exactly Am, G.
Map to Chord Track		This command will match a selection of parts or events to the Chord Track.	5 (In Project > Chord Track)	
Show/Hide Chord Pads	Ctrl Shift C	This command will show/hide the Chord Pads section in the Lower Zone	5 (In Project > Chord Pads)	
Control Room				Tip: Make sure you double check your Control Room configuration in Audio Connections (F4). If something seems to
AFL/PFL		This command will switch AFL/PFL for the "Main" LISTEN	5	Note: This is the command that presses the button that exists in Control Room
Click On/Off		This command will switch the metronome's click On/Off for the "Main"	5	
Control Room On/Off		Activates/Deactivates the "Main" Channel of the Control Room	5	Note: From the wording, this command might seem like it would activate/deactivate the control room like
Cue 1 On/Off		Activates/Deactivates Cue 1	5	
Cue 2 On/Off		Activates/Deactivates Cue 2	5	
Cue 3 On/Off		Activates/Deactivates Cue 3	5	
Cue 4 On/Off		Activates/Deactivates Cue 4	5	
Deactivate All Listen States		What it says. If you have many channels in Listen mode in your mixconole, this command will deactivate them all.	8	
Dim Signal On/Off		What it says. Enables the dimming of signal for the "Main" section.	5	Note: The Main Dim Volume is found in
Enable/Disable Listen for Output (LE)		What it says. Enables/Disables Listen for the "Main" section	5	
Phones Channel On/Off		What it says.	5	
Reference Level On/Off		What it says. Uses the reference level for the "Main"	5	
Select Control Room Source		This command will cycle the "Main" section's sources, from Monitor Mix, to Cues 1, 2, 3, 4	5	
Select Downmix Preset 1		What it says.	5	
Select Downmix Preset 2		What it says.	5	
Select Downmix Preset 3		What it says.	5	
Select Downmix Preset 4		What it says.	5	
Select Monitor 1		What it says.	5	
Select Monitor 2		What it says.	5	
Select Monitor 3		What it says.	5	
Select Monitor 4		What it says.	5	

Select Next Downmix Preset		What it says.	5	
Select Next Monitor		What it says.	5	
Speaker Solo: Cancel		What it says.	5	
Speaker Solo: Center		What it says.	5	
Speaker Solo: Front		What it says.	5	
Speaker Solo: Left		What it says.	5	
Speaker Solo: Left of Center		What it says.	5	
Speaker Solo: Left - Right		What it says.	5	
Speaker Solo: LFE		What it says.	5	
Speaker Solo: Rear		What it says.	5	
Speaker Solo: Rear to Front		What it says.	5	
Speaker Solo: Right		What it says.	5	
Speaker Solo: Right of Center		What it says.	5	
Speaker Solo: Side		What it says.	5	
Speaker Solo: Side Left		What it says.	5	
Speaker Solo: Side Right		What it says.	5	
Speaker Solo: Solo to Center		What it says.	5	
Speaker Solo: Surround Left		What it says.	5	
Speaker Solo: Surround Right		What it says.	5	
Speaker Solo: Top Side Left		What it says.	5	
Speaker Solo: Top Side Right		What it says.	5	
Talkbalk On/Off		What it says.	5	
Devices (Studio)				
Audio Connections	F4	This commands opens the Audio Connections window.	10	
Audio Performance	F12	Brings up the Audio Performance window	10	
Control Room		Brings up the Control Room window	0-10	We have the Right Zone for that, but for people that prefer floating windows, I
Generic Remote		Brings up the Generic Remote Panel, from where we can manually change banks.	0-10	If there are enough buttons on the controller, 0. But I can imagine circumstances when it could be invaluable.
Mackie Control		Brings up the Mackie Control Panel, from where we can choose between Cubase and Compatibility modes.	0	Note: This command might not exist if there is currently no Mackie Control set up. Keyworthiness score is 0 because
Max. Record Time		Brings up a window, in which the maximum recording time is displayed in big numbers.	3	Note: Time shown depends on the current recording settings. If we change
MIDI Device Manager		Brings up the MIDI Device manager.	0	
MixConsole	F3	Brings up the MixConsole	10	
MixConsole 2		Brings up MixConsole number 2	10 depending	
MixConsole 3		Brings up MixConsole number 3	10 depending	

MixConsole in Project Window	Alt F3	Brings up the Lower Zone Mixconsole, in the project window	10	
MMC Master Panel		Brings up the MMC panel	0-10 depending	
On-Screen Keyboard	Alt K	Brings up a small on-screen piano keyboard.	8 for emergencies	Note: There is a little dot that extends the keyboard and allows the lower row of the
Show Panel		Brings up a side panel which contains shortcuts for most of the devices in the Studio menu	4 depending	
System Component Information		Brings up a panel which lists Cubase's system compenents.	0	
Time Display		Brings up a window which shows the project's Primary Time Display in HUGE numbers.	4 depending	
Video Player	F8	Brings up the Video Player	10	
VST Instruments	F11	Brings up the VST Instruments Rack	10	
VST Plug-in Manager		Brings up the VST Plug-in Manager	4 depending	
Direct Offline Processing				If working extensively with DOP, maybe it's worth it to assign a key command
Add Plug-in		Adds a plug-in. Actually opens the plug-ins window and parks the cursor in the search field, ready to search for the plug-in to add.	7	
Add Process		Adds a process. Actually opens the processes window and parks the cursor in the search field, ready to search for the process to add.	7	
Bank 1		Switches over to the 1st bank of Favorites	7	
Bank 2		Switches over to the 2nd bank of Favorites	7	
Bank 3		Switches over to the 3rd bank of Favorites	7	
Bank 4		Switches over to the 4th bank of Favorites	7	
Bypass Selected Process		Bypasses the selected Process	7	Note: Does not seem to work for me. I think this key command presses the little
Direct Offline Processing	F7	Brings up the Direct Offline Processing panel	10	
Discard		Discards changes to the currently selected process	7	Note: Does not seem to work for me. I think this key command presses the
Favorite 1		Inserts the process chain stored in Favorite 1 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 2		Inserts the process chain stored in Favorite 2 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 3		Inserts the process chain stored in Favorite 3 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 4		Inserts the process chain stored in Favorite 4 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 5		Inserts the process chain stored in Favorite 5 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 6		Inserts the process chain stored in Favorite 6 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the

Favorite 7		Inserts the process chain stored in Favorite 7 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 8		Inserts the process chain stored in Favorite 8 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Favorite 9		Inserts the process chain stored in Favorite 9 to the process list.	7	Note: Does not seem to work for me. I think this key command clicks on the
Make All Permanent		Makes the selected Direct Offline Process permanent, baking them to the file.	7	Note: Alas, it does nothing for me here.
Toggle Auto Apply		Toggles Auto Apply mode	7	Note: Alas, it does nothing for me here.
Edit				
Acoustic Feedback On/Off		Toggles Acoustic Feedback On/Off. When on, selecting or inserting a single event will make sound. When off, the instrument will not play when you insert new notes, or select them. It will only make a sound when you press play from the transport	3	
Activate Next Part		When you have multiple Parts selected, all are visible in the editor, but the active part, the one that is being edited, is in the foreground, while the inactive ones stay grayed out in the background. This command will allow you to activate the next part, and bring it to the foreground.	7	
Activate Previous Part		When you have multiple Parts selected, all are visible in the editor, but the active part, the one that is being edited, is in the foreground, while the inactive ones stay grayed out in the background. This command will allow you to activate the previous part, and bring it to the foreground.	7	
Activate/Deactivate Focused Object	Alt A	Multifunctional key. Activates/Deactivates whatever can be activated/deactivated when it's focused.	10	Note: Works on headers (Inserts, Sends, EQ, Strip) to bypass them. Works on specific controls that have focus, e.g. an
Apply Click Pattern to Equal Signatures		This command will apply your click pattern to the same signature. If you have many instances of the same time signature (e.g. 3/4, you can modify the click for one of those 3/4 changes, and then give the command to have the click pattern apply to all 3/4 changes.	7 easily accessible from the Signature Track's arrow button	
Auto Select Events under Cursor		When you give this command, the Preference Auto Select Events under Cursor is Activated/Deactivated. This command will not select events by itself.	4	Note: This is a preference switch command, not a select events command.
Auto-Scroll On/Off	F	Activates/Deactivates automatic scroll of the project window.	10	
Automation Follows Events		Activates/Deactivates the preference Automation Follows Events. When Activated, if you move an event around, its automation (if it exists) will follow the event around too.	4	Note: This is a preference switch command.
Clean Up Lanes		This command will re-arrange events on lanes and remove lanes, so that that the minimum required amount of lanes are kept for the events on a lane not to overlap.	5 (found by right clicking on audio track)	
Click Pattern to Default		This command will remove all custom metronome patterns, and reset them to the default patterns.	3 (found in Signature Track's arrow menu)	Note: In Signature Track's arrow menu, it is Reset Click Patterns to Default.
Convert to Real Copy		When we have a shared copy selected, this command will convert it to a Real Copy.	5 (Found in Edit > Functions)	Note: The name of the command could be "Convert Shared Copy to Real Copy"
Copy	Ctrl C	Copies!	10	

Copy A <-> B Setting		Copies setting A to setting B, and copies setting B to setting A.	3	Only works for Channel Settings >
Copy Click Pattern to Clipboard		As it says. Copies the Click Pattern to Clipboard, so that later you can Paste to Selected Signatures	3 (Found in the Signature Track's arrow menu)	
Create Tracks from Lanes		As it says. Creates tracks from the existing lanes of an audio track.	3 (found by right clicking on an audio track)	
Crop Range		Crops the events to the selected range.	10 (I love it)	
Cut	Ctrl X	Removes selection, copies it to the clipboard for later pasting.	10	
Cut Head		Select part of an event with the range tool. Give the command. Observe how "the head" (what's left of the starting point of the range) is removed.	10 (a good command)	This isn't a Cut and then paste command. It's actually a macro that Splits at the start
Cut Tail		Select part of an event with the range tool. Give the command. Observe how "the tail" (what's right of the ending point of the range) is removed.	10 (a good command)	This isn't a Cut and then paste command. It's actually a macro that Splits at the end
Cut Time	Ctrl Shift X	This command will cut (with the option to paste later) pure time. For example: If you have events ranging from 1.1.1.0 to 32.1.1.0 and you make a range selection from 9.1.1.0 to 17.1.1.0 and then give the command, you'll see how the contents of the range are gone, and what at first started at 17.1.1.0 has now been moved to 9.1.1.0. It's as if time... has been cut.	10	
Deactivate All Mute States		This command deactivates all pressed mute buttons	4 (easily found on the toolbar, as State Buttons)	This command will not work on Automation mutes.
Deactivate All Solo States		This command deactivates all pressed solo buttons	4 (easily found on the toolbar, as State Buttons)	
Delete	Del ; Backspace	Deletes	10	
Delete Time	Shift Backspace	Deletes Time. Select a range. Issue the command. See how everything to the right of the end of the range has been moved to the start of the range.	10	If you want to Paste this Time afterwards, use Cut Time (Ctrl Shift X)
Duplicate	Ctrl D	Duplicates the current selection by copying and pasting at the end of the whole selection.	10	
Edit Active Part Only		When we have many parts selected and we open an editor, all those parts will show in the editor. The active part is in the foreground, the rest in the background. However, if we click purposefully on an event in the background, the part that contains this event becomes active. If you don't like this behavior, use this command so that you edit the active part only.	4 (easily available on the editor's toolbar)	
Edit Channel Settings	Alt Shift E	Brings up the Channel Settings window	10	
Edit Info Line		Double clicks on the first field on the Info Line, and readies the cursor for immediate keyboard input. Hop between fields with Tab and Shift Tab	5 depending	You can cycle through the fields with Tab, but not with Shift Tab. Tab will return to the first field after having reached the
Edit VST Instrument		Brings up the connected VST instrument's GUI.	5 depending	Works for midi channels too! As long as the output of the midi track is connected
Enlarge Range to Next Event		Enlarges Range to Next Event. If you experience weird selection choices, that is because you have a track selected, and the range is being enlarged up to the next event in THAT track.	7 depending	
Enlarge Range to Previous Event		Enlarges Range to Previous Event. If you experience weird selection choices, that is because you have a track selected, and the range is being enlarge up to the previous event in THAT track.	7 depending	

Enlarge Selected Track		Activates/Deactivates Preference Enlarge Selected Track. When Active, the currently selected track will be bigger than the others.	1 (not for constant use)	This is a Preference
Equal Pitch - all Octaves		Select a note, say a D. Give the command. Observe how all Ds have been selected, in all octaves.	5 (In Edit > Select)	
Equal Pitch - same Octave		Select a note, say a D. Give the command. Observe how all Ds have been selected, in the same octave.	2 (In Edit > Select)	You can Ctrl Click a key on the vertical keyboard of the Key Editor and achieve
Expand/Reduce	Alt E	Expands/Reduces the racks of the Mixconsole	0	Getting the focus to where you want it with a keyboard is semi-impossible, so
Fill Loop		Make a selection of parts(midi) and events(audio). Set a Loop (Left Locator to 9, right locator to 17). Give the command. Observe how the loop is neatly filled with the events/parts.	8	
Find Track/Channel	Ctrl F	Brings up a search list so that you can find channels	10	
Global Copy		Copies everything between the left and right locator.	8	
Glue		Does like the glue tool.	2	This is NOT the tool, this is the action performed by the tool. It is instant. It
Grid Type: Adapt to Zoom		Switches the project window's grid type to "Adapt to Zoom"	7	Works for the key editor too. Mind which
Grid Type: Bar		Switches the project window's grid type to "Bar"	4	
Grid Type: Beat		Switches the project window's grid type to "Beat"	4	
Grid Type: Use Quantize		Switches the project window's grid type to "Use Quantize"	7	Works for the key editor too. Mind which
Group	Ctrl G	Groups the selected parts/events together. From then on, whatever you do on one of them applies to all of them. Select one, all are selected. Adjust a fade, all get the same fade. Split one, all split.	10	A symbol appears on the parts/events that are grouped.
Group Editing on Selected Tracks On/Off	K	Activates/Deactivates Group Editing on the selected Folder track.	10	Folder should be mentioned in the name of the command for clarity.
History		Brings up the Undo/Redo History window	5 depending	
Insert Bars		Brings up the Process Bars Panel, in which we can insert, delete, reinterpret and replace bars	5 (found in Project > Signature Track)	
Insert Silence	Ctrl Shift E	Inserts silence at the defined range.	10	INSERTS silence. Any events caught in the range will be moved to after the end of
Invert	Alt F	Nothing	0	Invert selection is what it should be. See
Invert Selection		Inverts selection. Select something, give the command, everything else will be selected, except the things you had selected first.	10	Edit > Select > Invert is the function. A key command is assigned to "Invert" (Alt F). This however does nothing. On the other
Key Commands		Opens up the Key Commands window	10 (I have it assigned to Shift F12)	
Left Selection Side to Cursor	E	As it says. Makes the left side of the range go to where the cursor currently is.	10	
Listen		Pushes listen on selected track.	8	
Lock	Ctrl Shift L	Locks selected event/part.	10	
Lock/Unlock Track		Locks /Unlocks selected track(s)	5 depending	Should include the (s) in the name to
Monitor	Ctrl Alt M	Activates/Deactivates monitor for the selected track(s)	10	
Move Insert Cursor To Part Start		When Step Input is enabled in Key/Score Editor, a blue line appears. That's the Insert Cursor. Giving this command will return that cursor to the start of the part.	5 depending	

Move to Back		When events overlap, you can push the overlapping event to the back with this command.	7 depending	
Move to Cursor	Ctrl L	This command moves the selected event to the Cursor's position.	10	Audio events will have their snap point
Move to Front (Uncover)	U	When events overlap, you can bring the overlapped event to the front with this command.	10	
Move to Selected Track		This command will move selected events to the selected tracks.	2 depending	
Mute	M	Presses the Mute button on all selected tracks.	10	
Mute Events	Shift M	Mutes Selected events.	10	
Mute/Unmute Objects	Alt M	Mutes/Unmutes Selected objects	10	Mute Events, Unmute Events, and Mute/Unmute Objects seem to be the
Open	Ctrl E	Opens the editor for the selection.	10?	I can't seem to find any differences with
Open Device Panel		Opens the Device Panel for the selected track.	5 depending (easily available on Inspector)	
Paste	Ctrl V	Pastes!	10	
Paste at Origin	Alt V	Pastes audio files at the time of their origin	10	
Paste Click Pattern to Selected Signatures		After you copy a click pattern, you can paste it to a selection of signatures.	5 (easily done from the Signature Track's arrow menu)	
Paste Relative to Cursor	Shift V	This command will paste to a position relative to the cursor. Example: You have an event from 1 to 3. Select it. Your cursor is at 5. Ctrl C to copy. Then move your cursor to 11. Press Shift V. See how the event is pasted from 7-9, preserving the offset the cursor had at the time of copying.	10	
Paste Time	Ctrl Shift V	After you have Cut Time (Ctrl Shift X), you can then paste it with this command.	10	
Paste Time at Origin		After you have Cut Time (Ctrl Shift X), you can then paste it with this command, at the Origin of the selected event.	5 depending	
Paste to Matching Track Name		Pastes (at the cursor's position or at the start of a defined range) to a track with the same name. The name is taken from the original track at the time of copy.	4 depending	
Preferences		Takes you to preferences	7 depending	
Primary Parameter: Decrease	Ctrl Shift Down	This command lowers the volume of the focused channel(s) in 1dB steps. Works in Mixconsole only.	5	If you want to change the volume of many adjacent channels: First get focus on the first channel. Then expand the selection using the key command "Project>Select Track:Add Next/Prev". Then Q-link the channels and give the command. That should do it.
Primary Parameter: Fine Decrease		This command lowers the volume of the focused channel(s) in 0.1dB steps. Works in Mixconsole only.	5	See above.
Primary Parameter: Fine Increase		This command raises the volume of the focused channel(s) in 0.1dB steps. Works in Mixconsole only.	5	See above.
Primary Parameter: Increase	Ctrl Shift Up	This command raises the volume of the focused channel(s) in 1dB steps. Works in Mixconsole only.	5	See above.
Process Tempo		This command brings up the process tempo panel.	7 (found in Tempo Track)	If you want this command to work from
Profile Manger...		This command brings up the Profile Manager window.	5 (found in Edit menu)	
Project Logical Editor...		This command launches the Project Logical Editor.	7 depending (found in Project menu)	

Range to Next Event		This command sends your range to the next event and makes it a zero selection.	7	If you select some dispersed tracks (use ctrl), and then create a range in another track (not those you selected), giving the
Range to Previous Event		This command sends your range to the previous event and makes it a zero selection	7	See above.
Read		?	?	Although it seems like this would press the automation read button, this
Record Enable	R	Record enables the selected track(s)	10	
Redo	Ctrl Shift Z	Redoes what you have undone.	10	
Rename First Selected Track		As it says.	8	
Render Audio Click between Locators		Bakes your metronome click into an audio track between the locators.	6 (easily accomplished from Signature Track)	
Render MIDI Click between Locators		Bakes your metronome click into a MIDI track between the locators.	6 (easily accomplished from Signature Track)	
Repeat	Ctrl K	Brings up the Repeat Events window, from where you can choose how many times the selected event/part will be repeated, and whether the repeats will be shared copies of the original. (for midi)	10	
Reset to Default		?	?	?
Right Selection Side to Cursor	D	As it says. Makes the right side of the range go to where the cursor currently is.	10	
Ruler Display Format		Cycles between the available time formats for the ruler in the window with focus.	5 depending	
Ruler Mode: Bars+Beats Linear		Switches the ruler to Bars+Beats Linear mode.	5	
Ruler Mode: Time Linear		Switches the ruler to Time Linear mode.	5	
Save as Default		?	?	?
Secondary Parameter: Decrease	Ctrl Shift Left	Pans the focused track to the left, in steps of 10. Works in MixConsole only.	5	If you want to change the pan of many adjacent channels: First get focus on the first channel. Then expand the selection using the key command "Project>Select Track:Add Next/Prev". Then Q-link the channels and give the command. That should do it.
Secondary Parameter: Fine Decrease		Pans the focused track to the left, in steps of 1. Works in MixConsole only.	5	See above.
Secondary Parameter : Fine Increase		Pans the focused track to the right, in steps of 1. Works in MixConsole only.	5	See above.
Secondary Parameter: Increase	Ctrl Shift Right	Pans the focused track to the right, in steps of 10. Works in MixConsole only.	5	See above.
Select All	Ctrl A	As it says.	10	
Select All on Tracks		As it says. It will select all events and parts on multiple selected tracks. If there is a range defined somewhere, it will use the range to select all.	7	

Select Controllers in Note Range		As it says. For the duration of the Note, all controllers used will be selected.	7	
Select Event		?	?	?
Select Events under Cursor		Selects all events intersecting with the cursor. (midi only)	7	
Select from Cursor to End		Selects everything on the selected track, starting from the cursor until the end of the project.	7	
Select from Start to Cursor		Selects everything, from the start of the project up to the cursor's position.	7	
Select in Loop		Selects everything contained between the locators. If a part/event begins before / ends after the locators but crosses their boundaries, they will be selected.	7	
Select Next Grid Type		Selects the next grid type. Works with the project window, and the editors. The window that has focus gets the command.	8	
Select Next Snap Type		Selects the next snap type. Works with the project window, and the editors. The window that has focus gets the command.	8	
Select None	Ctrl Shift A	Selects nothing. Or deselects everything. Up to you.	10	
Select Prev Grid Type		Selects the previous grid type. Works with the project window, and the editors. The window that has focus gets the command.	8	
Select Prev Snap Type		Selects the previous snap type. Works with the project window, and the editors. The window that has focus gets the command.	8	
Set Spacer between Selected Events		Brings up a window where you can select the time in seconds that will pass between two consecutive events.	5 depending	
Show Click Patterns		You need a Signature Track for this command to work. What it does is hide/show the click patterns on each signature's flag. (on the Signature Track)	5 (easily done from the Signature Track's arrow menu)	
Show Lanes		Actually, it's show/hide lanes. You give the command, and the selected track(s) will expand to reveal their lanes / contract and obscure their lanes.	Infinite (Can't seem to find it anywhere else)	
Snap Off		Deactivates snap.	8	
Snap On		Activates snap.	8	
Snap On/Off	J	Activates/Deactivates snap.	10	
Snap Type: Events		Sets snap type to events directly.	5	
Snap Type: Events + Cursor		Sets snap type to events + cursor directly.	5	
Snap Type: Events + Grid + Cursor		Sets snap type to events + grid + cursor directly.	5	
Snap Type: Grid		Sets snap type to grid directly.	5	
Snap Type: Grid + Cursor		Sets snap type to grid + cursor directly.	5	
Snap Type: Grid Relative		Sets snap type to grid relative directly.	5	
Snap Type: Magnetic Cursor		Sets snap type to magnetic cursor directly.	5	
Snap Type: Shuffle		Sets snap type to shuffle directly.	5	
Solo	S	Pushes Solo on the selected track(s).	10	
Solo Defeat		Pushes Solo Defeat on the selected track(s).	8	
Solo Lane		Pushes Solo on the selected lane(s). (Only possible if lanes are on different tracks)	7	
Split at Cursor	Alt X	Splits selection at Cursor. Works with normal selections and ranges.	10	
Split Loop		Splits at the Left and Right Locators.	10	
Split Range	Shift X	Splits at the boundaries of the defined range.	10	

Stationary Cursor	Alt C	Activates/Deactivates Stationary Cursor. In this mode, the cursor stays in one place and the project scrolls continuously, instead of changing pages.	10	
Switch MIDI Editor Grid Type		It DOES switch the Key editor's gride type, but so does "Select Next/Prev Grid Type". The only reason that this command would have to exist, is if it could change the MIDI editor's grid while not in focus. But it does not. So...	0	Probably left over from previous versions, or there to ensure that you don't accidentally change the project's Grid
Toggle A/B Setting		Toggles A/B settings.	3	Only works for Channel Settings >
Toggle Link Project and Lower Zone Editor Cursors		As it says. Links or unlinks the project's and the lower zone editor's cursors.	5 depending	
Undo	Ctrl Z	Oops!	10	
Ungroup	Ctrl U	If you used Ctrl G to group some events together for quick editing, this command will allow you to disband the group and have the events available as separate entities again.	10	
Unlock	Ctrl Shift U	If you used Ctrl Shift L to Lock an event, you can use this command to unlock it again.	10	
Unmute Events	Shift U	If you used Shift M to mute an event, you can use this command to unmute it again.		
Write	W	?	?	Although it seems like this would press the automation write button, this
Editors				
Edit In-Place	Ctrl Shift I	Opens In-Place editor for the selected track. (Not audio)	10	
Open Audio Part Editor		Opens the Audio part editor in a window.	3	
Open Audio Part Editor in Lower Zone		Opens the Audio part editor in the Lower Zone	3	
Open Audio Part Editor in Window		Opens the Audio part editor in a window.	3	
Open Drum Editor		Opens the drum editor in a window.	3	
Open Drum Editor in Lower Zone		Opens the drum editor in the lower zone.	3	
Open Drum Editor in Window		Opens the drum editor in a window.	3	
Open in separate Window/Lower Zone		This command will take the editor in focus from the lower zone to a separate window, and vice versa.	8	This is a quick way to hop in and out of (quasi)fullscreen editors, without
Open In-Place Editor		Opens In-Place editor for the selected track. (Not audio)	5	Does not toggle. Only opens.
Open Key Editor		Opens Key Editor in a window.	3	
Open Key Editor in Lower Zone		Opens Key Editor in Lower Zone.	3	
Open Key Editor in Window		Opens Key Editor in a window.	3	
Open List Editor		Opens the List Editor in a window.	5	
Open Sample Editor		Opens the Sample Editor in a window.	3	
Open Sample Editor in Lower Zone		Opens the Sample Editor in the Lower Zone.	3	

Open Sample Editor in Window		Opens the Sample Editor in a window.	3	
Open Score Editor	Ctrl R	Opens the Score Editor in a window.	10	
Open Score Editor in Lower Zone		Opens the Score Editor in the Lower Zone.	3	
Open Score Editor in Window		Opens the Score Editor in a window.	3	
Open/Close Editor	Return	Opens/Closes the current editor.	10	This command will close any editor. When a lower zone editor is sent this command,
Set up Editor Preferences		Takes you straight to Preferences > Editors.	5	
Export				
AAF...		Brings up the relevant Export Options window.	3 (easy File>Export)	
OMF...		Brings up the relevant Export Options window.	3 (easy File>Export)	
File				
Back up Project		Opens the Set Project Folder window, in order to choose the location where the backup will be kept.	5	
Close	Ctrl W	Closes the focused window.	10	
Export Audio Mixdown		Brings up the Export Audio Mixdown window.	5	Best used in synergy with the Commands File>Export>Tempo Track... is what this key command is connected to.
Export Master Track		Brings up the Export Master Track window, in order to choose the location where the Xml file will be kept.	3	
Export MIDI File		Brings up the Export MIDI File window, in order to choose the location where the MIDI file will be kept.	3	
Export MIDI Loop		Brings up the Save MIDI Loop window, in which we can manage saved MIDI Loops.	4	
Export MusicXML		Brings up the MusicXML window, in order to choose the location where the MusicXML file will be kept. This command will work if you have entered the page mode for the score at least once.	4	
Export Notepad Data		Brings up the Export Notepad Data, in order to choose the location where the text file will be kept.	5	
Export Pool		Brings up the Export Pool window, in order to choose the location where the pool file will be kept. Must be launched from within the Pool.	3	
Export Selected Tracks		Brings up the Export Selected Tracks window. This is not an Audio Mixdown. It is an export of the tracks.	4	
Export Video		Brings up the Export Video window.	4	
Import Audio File		Brings up the Import Audio window, in order to choose the audio file for import.	4	
Import Audio from Video		Brings up the Import Audio from Video window, in order to choose the video from which the audio will be taken.	4	
Import from Audio CD		Brings up the Import from Audio CD window, in which the CD drive is selected, along with the tracks to be imported.	4	
Import Master Track		Brings up the Import Master Track window, in order to choose the Xml file for import	4	File>Import>Tempo Track... is what this key command is connected to.
Import MIDI File		First asks if we want to create a new project. Regardless of choice, it then brings up the Import MIDI File window, in order to choose the MIDI file for import.	4	

Import MusicXML		Brings up the Import MusicXML window, in order to choose the MusicXML file for import.	4	
Import Pool		Brings up the Import into Pool window, in order to choose the pool file for import. Must be launched from within the Pool.	4	
Import Track Archive		Brings up the Locate Track File window, in order to choose the xml file of the desired track for import.	4	
Import Tracks from Project		Brings up the "Select a project to merge with the active one" (!) window, in order to choose a project as a source for import.	4	
Import Video File		Brings up the Import Video window, in order to choose the video for import.	4	
New	Ctrl N	Creates a new project. Depending on preferences, the Hub may pop up.	10	
New Library		Brings up the Set Project Folder location.	4	
Open	Ctrl O	Brings up the Open Project window, in order to choose the project to open.	10	
Open Library		Brings up the Open Library window, in order to choose the pool file.	4	
Page Setup...		Brings up the Page Setup window. Must be launched from the Score Editor.	4	
Print		Brings up the Print window. Must be launched from the Score Editor.	4	
Quit	Ctrl Q	Quits Cubase. If you have unsaved changes, you are prompted to save first.	10	
Revert		Reverts to the previously saved version.	4	
Save	Ctrl S	Saves!	10	
Save As	Ctrl Shift S	Saves under a different file name.	10	
Save as Template		Saves as a template.	4	
Save Library...		Saves the library.	4	
Save New Version	Ctrl Alt S	Saves a new version of the project.	10	
Scores...		Brings up the Export Scores window, in order to choose the path, name and file type the scores will be exported as.	4	
Write MIDI File to Project Folder		Automatically exports a MIDI file to the project's folder.	6	
Focus				Through trial and error, aid from assigned navigation keys, and sheer luck, you can
Back		Moves focus to the previous focus point?		
Confirm	Alt Return	Multifunctional key. At times loads plug-ins, other times expands tabs, other times activates sends. It's a key of action! Do I know what it does exactly? No.	10	
Escape		Lose focus?		
Forward		Moves focus to the next focus point?		
HeadTracking				
Head Tracking		Brings up the Head Tracking panel.	3 (Easily accessible in Project menu)	
Hitpoints				All the commands work with multiple selections (1 tool). If a range is selected (2 tool), hitpoint processing will apply to the
Calculate		Allows you to manually create Hitpoints for the selected event(s). (If Preferences>Editing>Audio>Enable Automatic Hitpoint Detection is unticked)	7	
Create Audio Slices from Hitpoints		Slices up the selected event(s) at their hitpoints, and bundles all those new events (slices) into a part.	7	

Create Markers from Hitpoints		As it says. This command will create a marker for each hitpoint encountered.	7	When we use this command on multiple tracks and events, the numbering of the markers goes like this: Marker 1 will be the first hitpoint of the first event selected. Marker x will be the last hitpoint of the last event selected on the same track. Marker x+1 will be the first hitpoint of the first event selected on the second
Divide Audio Events at Hitpoints		This will take the scissors to the events, and split them at the hitpoints' positions.	7	
Remove Hitpoints		If you are not happy with the detected hitpoints (automatically detected or otherwise) you can use this command to remove them all. Will also work with multiple selections.	7	
Hub				
Hub		Brings up the Hub panel.	5	
Import				
AAF...		Brings up the Import AAF window, in order to choose the file.	4	
OMF...		Brings up the Import OMF window, in order to choose the file.	4	
Inspector				Instrument Tracks have problems with a few of these commands, probably due to the "dual" setup present on their inspector. Not all Sections are on the
Open Next Section		Opens the next Inspector Section. You can cycle through all of them with this command.	5	If you have Sections pinned, the command will skip to the next unpinned section and open that one instead. When trying to cycle through instrument tracks WITH OR WITHOUT PINNED SECTIONS though, it seems that this command gets stuck when it reaches the "Instrument" Section. I guess that's because "Instrument" gets its own setup, and the entries are nested within, on a
Open Previous Section		Opens the previous Inspector Section. You can cycle through all of them with this command.	5	See above. BUT, when you have NO Sections pinned, this command will allow
Toggle Channel Section		Opens/Closes the Fader.	5	Should be renamed to Fader Section Does not work for Instrument Tracks'
Toggle Cue Sends Section		Opens/Closes Cue Sends Section.	5	Instrument Tracks don't have a Cue Sends
Toggle Device Panel Section		Opens/Closes Device Panel Section.	5	
Toggle Direct Routing Section		Opens/Closes Direct Routing Section.	5	

Toggle Equalizers Section		Opens/Closes Equalizers Section.	5	
Toggle Expression Map Section		Opens/Closes Expression Map Section.	5	
Toggle Inserts Section		Opens/Closes Inserts Section	5	When used on an Instrument Track, it will
Toggle MIDI Modifiers Section		Opens/Closes MIDI Modifiers Section	5	
Toggle Note Expression Section		Opens/Closes Note Expression Section	5	
Toggle Notepad Section		Opens/Closes Notepad	5	
Toggle Quick Controls Section		Opens/Closes Quick Controls Section	5	
Toggle Sends Section		Opens/Closes Sends Section	5	Does not work with Instrument Tracks.
Toggle Standard Section		Opens/Closes Standard Section. This is the very first section, with the track's name in color.	5	
Macro - Not Covered				
Marker				
Activate Marker Track		Activates the currently selected marker track. (if we are using more than one)	3 (easily found on the marker track itself)	
Insert and name Cycle Marker		Inserts a cycle marker between the left and right locators, and opens the Markers window with the description field ready for input.	7	Doesn't work with ranges or selections. A pity.
Insert and name Marker		Inserts a marker at the cursor's position, and opens the Markers window with the description field ready for input.	7	
Media				
Add Favorite		With MediaBay open and a folder selected, give this command to save the folder to Favorites.	6	
Browse: Back		The Back button of the MediaBay browser	6	
Browse: Forward		The Forward button of the MediaBay browser	6	
Browse: Up		The Up button of the MediaBay browser	6	
Convert Files		When a file is selected in the Pool, you can use this command to convert the files to a new sample rate.	3 (Media menu)	
Create Folder		In Pool, creates a new folder.	3 (easily found on right click menu)	You can only add a folder beneath Audio, or Video. You cannot add a root folder on the same level with those two.
Create New Folder		In MediaBay, creates a new folder under the selected path.	inf. (Can't seem to find a button to create folders in MediaBay browser)	The name of the command should be "MediaBay: Create New Folder" for more
Create Sampler Track		Creates a Sampler Track from the selected file. Works in Pool and MediaBay browser.	3 (easily found on right click menu)	Not to be confused with Commands>Audio>Create Sample Track
Empty Trash		Empties the trash folder in Pool. Works from the Project window too.	3 (easily found on right click menu in Pool)	
Find Missing Files		Brings up the Resolve Missing Files window, in order to choose the path where the missing files are located.	0 (easily found on right click menu in Pool, pops up first when loading a project with files missing)	

Generate Thumbnail Cache		From the manual: "You can manually generate thumbnail cache files. This is necessary if a thumbnail cache file could not be generated during import because the folder is write-protected, or because you have edited the file with an external video editing application."	3 (easily found in Media menu)	Personally, when I hear "Thumbnail", my mind goes to Videos and Photos. This command remains available always, so I'm guessing it's a global command
Hide Folders That Are Not Scanned		In MediaBay, hides all the folders that have not been scanned.	3 (found in MediaBay Settings cog)	
Import Audio from Video		Crashes my Cubase, so I don't know what it does.	?	Not to be confused with File>Import
Import from Audio CD		Opens Pool window in the background, and the Import Audio CD window in the foreground.		
Import Medium		Opens Pool window in the background, and the Import Medium window in the foreground, in order to choose a file for import (audio or video). (Presses the Import button in the Pool)	3 (button in Pool)	
Insert into Project at Cursor		Inserts the file selected in the Pool at the Cursor's position. Creates a new track if no track is selected.	5 (Media menu)	While the key for the key command is shown next to the command in Media>Insert into Project, if you go to
Insert into Project at Left Locator		Inserts the file selected in the Pool at the Left Locator. Creates a new track if no track is selected.	5 (Media menu)	While the key for the key command is shown next to the command in Media>Insert into Project, if you go to
Insert into Project at Origin		Inserts the file selected in the Pool at its Origin. Creates a new track if no track is selected.	5 (Media menu)	While the key for the key command is shown next to the command in Media>Insert into Project, if you go to
Loop Browser		Launches the Loop Browser	5 (Media menu)	
New Version		Creates a new version of the file selected in the Pool just underneath.	5 (Media menu)	While the key for the key command is shown next to the command in Media, if you go to Pool>Right click on file, the
Open MediaBay	F5	Opens MediaBay	10	
Open/Close Attribute Inspector	Ctrl Alt Num 6	Opens/Closes the Attribute Inspector in the MediaBay	10?	This command is a show/hide right zone for the MediaBay, Loop Browser, and Sound Browser windows. Why have an extra command then? Because, if you activate Always on Top, this keycommand will work regardless of which window has focus (Project, Mixconsole). However, if we have all three windows open and always on top (MediaBay, Loop Browser, Sound Browser), the window that gets the command is MediaBay. If we close
Open/Close Favorites	Ctrl Alt Num 8	Opens/Closes Favorites in the MediaBay (Doesn't work for me. Not ready yet?)	10?	See above.
Open/Close File Browser	Ctrl Alt Num 4	Opens/Closes File Browser in the MediaBay	10?	See above.
Open/Close Filters	Ctrl Alt Num 5	Opens/Closes Filters in the MediaBay	10?	See above.
Open/Close Previewer	Ctrl Alt Num 2	Opens/Closes the Previewer in the MediaBay	10?	See above.

Prepare Archive		Gathers all referenced files to the project's directory, with an option to flatten edits. Video files (if any) must be copied manually. Files in the project's directory must then be moved inside the Audio folder.	3-8 depending	
Preview Active On/Off		?	?	I don't know what this does. Maybe it was there as an option before "Open/Close
Preview AutoPlay On/Off		Toggles AutoPlay mode of the Previewer On and Off. Good for a quick listen.	6	If the Right Zone of the project window has focus, and only then, the command will go there, no matter if you have A MediaBay window open and always on
Preview Cycle On/Off	Shift Num /	Toggles the Preview Cycle On and Off.	6	See above.
Preview in Context On/Off		The Preview is played at the Tempo of the Project. The button tooltip says "Align Beats to Project"	6	See above.
Preview Pause On/Off		Pauses and resumes the preview playback.	6	See above.
Preview Start	Shift Enter [Numpad]	Starts the preview if AutoPlay is not enabled.	6	See above.
Preview Stop	Shift Num 0	Stops the preview	6	See above.
Preview Sync On/Off		Allow you to use the regular transport button for the preview, perhaps to evaluate it in the project's context. The button tooltip says "Wait for Project Play".	6	See above.
Reconstruct		In Pool, if an audio file is missing its edit file, it may be possible to reconstruct the edit file using this command.	3 (Media menu)	
Refresh Views		A refresh command for the MediaBay, Loop Browser, and Sound Browser, in case you change something from outside Cubase.	6	
Remove Favorite		Removes the selected Favorite in MediaBay.	6	
Remove Missing Files		In Pool, if the project complains about missing files, you can choose to remove them outright, so that events in the project window that point to those missing files are also removed.	3 (Media menu)	
Remove Unused Media		In Pool, if there exist files that are not used in the project, this command will remove them. You can see which files are unused in the Pool with the help of the "Used" column. If no number exists in this column, the file is unused.	3 (Media menu)	
Rescan Disk		Use this command to rescan the disk or folders for (new?) files.	6	I'm not very confident that I really understand the differences between this
Reset All Filters		In Mediabay, Loop Browser, and Sound Browser, resets all filters. (Those in the Top "Filter" Zone, and the Results Filter in the toolbar.)	6	
Reset Result Filters		In MediaBay, Loop Browser, and Sound Browser, resets only the Result Filters (those in the toolbar)	6	
Reset Search		In MediaBay, Loop Browser, and Sound Browser, resets the whole search.	6	
Results: Include Folders and Subfolders		Toggles the "Include Folders and Subfolders" button, which allows the search to look just in the selected folder, or in all subfolders included down the path.	6	
Revert		Not sure. Takes you back to the previous successful search? The function is not clear to me.	6	
Search MediaBay	Shift F5	Opens MediaBay and readies the search field for keyboard input.	10	
Select in Project		In Pool, select the file you want. Give the command and observe how all events referencing the file have been selected.	7	

Select Media Types		In MediaBay, Loop Browser, and Soundbrowser, opens the Show Media Types panel. (next to the search field)	6	You can navigate up and down with the arrow keys, and select/deselect entries
Set Record Folder		In Pool, if you have created many folders under the "Audio" main folder, you can use this command to set the selected folder as the record folder.	3 (available in right click menu)	
Show in Explorer		Shows where the selected file is stored on the computer. Works in the Pool, and in MediaBay / LoopBrowser / Soundbrowser "Results" Zone.	3 (Media menu, right click menu)	Should be one command really.
Show in Explorer		Shows where the selected folder is on the computer. Works for the left Zone of MediaBay / LoopBrowser /Soundbrowser.	3 (right click menu)	Should be one command really.
Show Only Selected Folder		Toggles MediaBay Setting "Show Only Selected Folder".	3 (found in MediaBay Settings cog)	
Shuffle Results		In MediaBay, Loop Browser, and Soundbrowser, shuffles (randomly reorders) the results.	3 (toolbar button)	
Sound Browser		Launches the Sound Browser	3 (Media menu)	
Stop Updating Results		You can give this command while the MediaBay is populating the list of results to make it pause.	3 (toolbar button)	
Write Attributes to File		Not sure. This command exists in the Pool's right click menu, but the key command key is not shown next to it. On the other hand it shows next to the corresponding entry in the Media menu. In MediaBay, changing of attributes is done automatically I believe.	?	?
MediaInspector				This command category does not exist at first! Right clicking in the MediaBay Attribute Inspector will make it available
Remove Attribute		Removes the selected Attribute in MediaBay's Attribute inspector.	3 (available in right click menu)	
Search for []		Searches for the selected attribute.	3 (available in right click menu)	
MIDI				
Auto Select Controllers		Activates/Deactivates Auto Select Controllers. When active, selecting a MIDI event (note), will select all Controllers under it.	5 (available in toolbar)	
Bounce MIDI		This command will bounce the selected midi events into one.	8 (MIDI menu)	
Controller Lane Setup 1		None?	?	Alas, does nothing for me here.
Controller Lane Setup 2		None?	?	Alas, does nothing for me here.
Controller Lane Setup 3		None?	?	Alas, does nothing for me here.
Controller Lane Setup 4		None?	?	Alas, does nothing for me here.
Controller Lane Setup 5		None?	?	Alas, does nothing for me here.
Controller Lane Setup 6		None?	?	Alas, does nothing for me here.
Controller Lane Setup 7		None?	?	Alas, does nothing for me here.
Controller Lane Setup 8		None?	?	Alas, does nothing for me here.
Controller Lane Setup 9		None?	?	Alas, does nothing for me here.
Controller Lane Setup 10		None?	?	Alas, does nothing for me here.
Controller Lane Setup 11		None?	?	Alas, does nothing for me here.
Controller Lane Setup 12		None?	?	Alas, does nothing for me here.
Controller Lane Setup 13		None?	?	Alas, does nothing for me here.
Controller Lane Setup 14		None?	?	Alas, does nothing for me here.
Controller Lane Setup 15		None?	?	Alas, does nothing for me here.

Controller Lane Setup 16		None?	?	Alas, does nothing for me here.
Delete Continuous Controllers		Make a selection of parts. Give the command. Observe how all CCs have been deleted. Also works with range selections. Any part caught in the range will have ALL CCs deleted.	6 (MIDI>Functions)	
Delete Controllers		Not sure. The same as "Delete Continuous Controllers"?	?	?
Delete Doubles		This command will delete notes that occupy the same pitch at the same time. It also works for CCs, removing consecutive extra entries with the same value.	6 (MIDI>Functions)	
Delete Notes		Brings up the Delete Notes window, where we can select the minimum length of the notes to be deleted, the minimum velocity, and whether one or both condition should apply.	6 (MIDI>Functions)	
Delete Overlaps (mono)		This command will delete overlaps of events of the same pitch (overlapping unisons)	6 (MIDI>Functions)	I don't know if "mono" is a good description.
Delete Overlaps (poly)		This command will delete any overlaps of events of any pitch. (including unisons)	6 (MIDI>Functions)	Unless I'm missing something, this command does exactly as "Delete
Dissolve Part		Brings up the Dissolve Part window, in which we can choose to Dissolve in separate channels, or separate pitches, the option to optimize display and the option to dissolve to lanes.	6 (MIDI>Functions)	Optimize display will remove silent areas of the resulting parts, but not when CCs are there.
Drum Editor: Show Note Length On/Off		Toggles Show Note Length for the Drum Editor	3 (available on Toolbar)	
Drum Map Setup...		Opens the Drum Map Setup window.	3 (available in both Inspector and Drum Editor)	
Expression Map Setup...		Opens the Expression Map Setup window.	3 (available in Left Zone's Inspector>Editor)	
Extract MIDI Automation		Deletes all CCs of the selected part, and makes them automation lanes instead.	6 (MIDI>Functions)	
Fixed Lengths		Fixes length of the events in the selection to the selected quantize value.	6 (MIDI>Functions)	
Fixed Velocity		Fixes velocity of the events in the selection to the selected Insert Velocity value.	6 (MIDI>Functions)	
Freeze Length		Not sure. I think it should control the button "Freeze MIDI Lengths" in the Length Section of the Inspector>Editor.	?	?
Freeze MIDI Modifiers		Freezes any MIDI modifiers currently applied from the MIDI Modifiers Section of the Inspector. This means that the Modifiers will be applied to the MIDI track (observe how the events change), and their values reset to zero.	3 (available in Left Zone's Inspector>Track)	
Insert Velocity 1		Directly selects Insert Velocity 1	8 (available on toolbar)	You can modify the presets from the
Insert Velocity 2		Directly selects Insert Velocity 2	8 (available on toolbar)	See above.
Insert Velocity 3		Directly selects Insert Velocity 3	8 (available on toolbar)	See above.
Insert Velocity 4		Directly selects Insert Velocity 4	8 (available on toolbar)	See above.
Insert Velocity 5		Directly selects Insert Velocity 5	8 (available on toolbar)	See above.
Legato		Applies Legato to the selection. (Apply Legato button of Length Section in Inspector>Editor)	8 (available in Length Section in Inspector>Editor)	
Logical Editor...		Launches the Logical Editor	6 depending	
Merge MIDI in Loop		Merges all MIDI caught between the Left and Right Locators to the selected tracks. First brings up the MIDI Merge Options window.	6 depending	

Merge Tempo from Tapping		Allows you to have the Tempo track follow your tapping. To do this, you need the MIDI track in Linear Time Base. Record your tapping along to the music. Then give the command. In the "Tempo from Tapping" window, select the value which you were tapping at. Done.	4 depending	
Mirror		This will mirror the selection. Works on multiple parts, works with ranges.	7 depending	
O-Note Conversion		Performs O-Note Conversion. Pitches are set according to their O-Notes.	4 (MIDI menu)	
Open CC Automation Setup Dialog		Brings up the MIDI Controller Automation Setup window, in which we configure how CC to automation transformations will be handled.	4 (MIDI menu)	
Open Insert Velocities Dialog		Brings up the "MIDI Insert Velocities" Dialog, where we can set up the velocity values of the 5 Levels.	8 (MIDI menu)	It's called "Insert Velocities..." in the MIDI menu.
Pedals to Note Length		Not sure. Per manual, this command is supposed to elongate the note up to the point where the recorded sustain pedal is released, and then deletes the sustain controller. In practice, it doesn't always work as expected, or it's me that doesn't understand all parameters.	0 (MIDI>functions)	Not quite working
Record in Editor		Activates Record in Editor.	3 depending (on toolbar)	
Repeat Loop		This command is about the "Independent Track Loop". It will fill the whole part with what's caught in the independent loop.	1 (needs preparatory actions)	Should be "Repeat Independent Track Loop" for clarity.
Reset		Performs a "Reset MIDI Devices"	3 (Last in MIDI)	Should be "Reset MIDI Devices" for
Restrict Polyphony		Brings up an Allow window where we set the number of Allowed voices. If we select 1, event lengths will be changed so that notes do not overlap.	5 (MIDI>Functions)	
Reverse		This is like mirror, except it doesn't function as I would expect.	3 (MIDI>Functions)	Not what I expected.
Send All Notes Off Message		Not sure if this works. Using MIDI Monitor, I don't see any Notes Off Messages.	?	Does it work?
Show Used Controllers		As it says. Shows all the controllers used in a selection. If multiple parts are selected, the command will only show the controllers used by ALL parts.	7 (In Editor's "Controller Lane Setup" pop-up.	
Show/Hide Controller Lanes	Alt L	As it says.	10 (In Editor's "Controller Lane Setup" pop-up.	The key for the Key Command does not show up next to the command in the
Thin Out		Thins out MIDI data. (For example, if a CC contains a lot of redundant points, those will be removed upon using this command.)	7 (MIDI>Functions)	
Toggle Computer Keyboard Input		Toggles Computer Keyboard Input On/Off in the Score Editor, allowing input of notes by pressing the respective key. (C for C, D for D, e.t.c.)	8 (In Score Editor's Toolbar)	Score Editor only.
Toggle MIDI Input		Toggles MIDI input in Editors. (Record in Editor is activated automatically)	5 (In Editors' Toolbars)	
Toggle Step Input		Toggles Step Input in Editors. (Record in Editor is activated automatically)	5 (In Editors' Toolbars)	
Transpose		Brings up the "Transpose Setup" window, with options for the planned transposition.	5 (In MIDI menu)	
Transpose Notes		This command is the "Apply Transpose" Button, in Inspector>Editor Transpose Section. Once you select the number of semitones in the field, you give this command, and the transposition is applied.	3	
Velocity		Brings up the "Velocity" window, with options to select the type of velocity change, and the wanted values.	3	
MixConsole History				
Undo MixConsole Step		Oops!	10	It's worth it to assign this key command.
Redo MixConsole Step	Alt Shift Z	Redoes what you have undone.	10	

MixConsole Snapshots				
Save MixConsole Snapshot		Saves a snapshot of the MixConsole's status.	5 depending	
Mixer				
Activate Record Enable for All Audio Tracks		As it says. Record enables all audio tracks.	8 depending	
Add Track To Selected: FX Channel		Brings up the Add Track dialog, ready to create an FX track. The selected tracks upon which the command was given will use their next available send to connect to this FX track.	10 (I use Ctrl Alt F)	
Add Track To Selected: Group Channel		Brings up the Add Track dialog, ready to create a Group track. The selected tracks upon which the command was given will have their outputs routed to this Group track.	10 (I use Ctrl Alt G)	
Add Track To Selected: VCA Fader		Brings up the Add Track dialog, ready to create a VCA Fader track. The selected tracks upon which the command was given will have their faders connected to this VCA Fader.	10 (I use Ctrl Alt V)	
Bypass: Channel Strip		Bypasses the Channel Strip (except EQ) everywhere in the MixConsole.	7 depending	
Bypass: Channel Strip on Main Mix		Bypasses the Channel Strip (except EQ) just on the Main Mix.	8 depending	
Bypass: EQs		Bypasses the EQ section everywhere in the MixConsole.	7 depending	
Bypass: EQs on Main Mix		Bypasses the EQ section just on the Main Mix.	8 depending	
Bypass: Inserts		Bypasses the Insert section everywhere in the MixConsole.	7 depending	
Bypass: Inserts on Main Mix		Bypasses the Insert section just on the Main Mix.	8 depending	
Deactivate Record Enable for All Audio Tracks		As it says. Record disables all audio tracks.	8 depending	
Direct Routing: Summing Mode On/Off		Toggles Summing Mode On/Off	6 depending (Functions Menu in MixConsole)	
Edit Channel Settings for selected		Brings up the Channel Settings window.	10	Between this command, and Edit>Edit Channel Settings, IF there are any
EQ/Filter Transition: Quick		Changes EQ/Filter behavior to quick.	6 depending (Functions Menu in MixConsole)	
EQ/Filter Transition: Soft		Changes EQ/Filter behavior to soft.	6 depending (Functions Menu in MixConsole)	
Expand: Channel Strip		Expands/Reduces the Channel Strip section.	5 depending	
Expand: Cue Sends		Expands/Reduces the Cue Sends section.	5 depending	
Expand: Device Panels		Expands/Reduces the Device Panels section.	5 depending	
Expand: Direct Routing		Expands/Reduces the Direct Routing section.	5 depending	
Expand: EQs		Expands/Reduces the EQ section.	5 depending	
Expand: Filters/Gain		Expands/Reduces the PRE section.	5 depending	
Expand: Inserts		Expands/Reduces the Inserts section.	5 depending	
Expand: Quick Controls		Expands/Reduces the Quick Controls section.	5 depending	
Expand: Routing		Expands/Reduces the Routing section.	5 depending	
Expand: Sends		Expands/Reduces the Sends section.	5 depending	
Expand: VCA		?	?	Expand VCA?
File: Load Selected Channels		Loads the selected channels' mixer state from a file.	5 depending	
File: Save Selected Channels		Saves the selected channels' mixer state to a file.	5 depending	

Hide: Audio		Shows/Hides Audio channels.	5 depending	
Hide: Groups		Shows/Hides Group channels.	5 depending	
Hide: Inputs		Shows/Hides Input channels.	5 depending	
Hide: Instruments		Shows/Hides Instrument channels.	5 depending	
Hide: MIDI		Shows/Hides MIDI channels.	5 depending	
Hide: Outputs		Shows/Hides Output channels.	5 depending	
Hide: Returns		Shows/Hides FX channels.	5 depending	
Hide: ReWire		Shows/Hides ReWire channels.	5 depending	
Hide: VCAs		Shows/Hides VCA channels.	5 depending	
Link Channels		Brings up the Link Group Settings window, in order to choose what will be linked among all the selected channels.	5 depending	
Link Group: Edit Link Group Settings		Brings up the Link Group Settings window, in order to edit the settings of the link group that the selected channel belongs to.	5 depending	
Link Group: Next Link Group		Selects the next Link Group.	7 depending	
Link Group: Previous Link Group		Selects the previous Link Group.	7 depending	
Listen for All Visible Channels On/Off		Pushes Listen for All Visible Channels.	6 depending	
Loudness: Enable		Toggle Measure Loudness (Right Zone>Meter>Loudness)	6 depending	
Loudness: Reset		Resets Loudness Measurement (Right Zone>Meter>Loudness)	6 depending	
Loudness: Switch between +9dB and +18dB Scale		Perfectly explained.	6 depending	
Loudness: Switch between LU and LUFS		Perfectly explained.	6 depending	
Master Meter: AES17 (+3dB)		Perfectly explained. (Right Zone>Meter>Master, in settings cog)		
Meters: Hold Forever		Activates/Deactivates "Hold Forever" for the meters.	7 depending	
Meters: Hold Peaks		Activates/Deactivates "Hold Peaks" for the meters.	7 depending	
Meters: Input		Moves the meters' position to the input.	5 depending	
Meters: Post Fader		Moves the meters' position to post fader.	5 depending	
Meters: Post Panner		Moves the meters' position to post panner.	5 depending	
Pre/Post		Switches the focused Send Slot between Pre/Post. Works in MixConsole, Channel Settings, not in the Inspector Section though.	1	
Q Link		Activates/Deactivates Quick Link (Acts as Toggle, no need to keep pressed like Alt)	10	
Show All		? Not sure. I can't find out what this does. (I have an idea but I don't want to jinx it!)	?	?
Show/Hide Channel Overview		Shows/Hides the Channel Overview in the MixConsole.	7 depending	
Show/Hide Channel Racks		Shows/Hides the Channel Racks in the MixConsole, leaving you with just the fader section.	8 depending	
Show/Hide Channel Selector		? Not sure. I can't find out what this does. (I have an idea but I don't want to jinx it!)	?	?

Show/Hide Control Room/Meter		? Not sure. I am guessing this should be a separate key command for the MixConsole's Right Zone, but it doesn't do anything for me.	?	?
Show/Hide Equalizer Curve		Shows/Hides the Equalizer Curve in the Racks section.	7 depending	
Show/Hide Meter Bridge		Shows/Hides the Meter Bridge in the Racks section.	7 depending	
Show/Hide Notepad		Shows/Hides the Notepad in the Racks section.	7 depending	
Show/Hide Pictures		Shows/Hides the Track Pictures in the Racks section.	7 depending	
Unlink Channels		Unlinks channels previously in a Link Group.	5 depending	
Views: Channel Strip		Shows/Hides the Channel Strip Rack.	8 depending	
Views: Cue Sends		Shows/Hides the Cue Sends Rack.	8 depending	
Views: Device Panels		Shows/Hides the Device Panels Rack.	8 depending	
Views: Direct Routing		Shows/Hides the Direct Routing Rack.	8 depending	
Views: EQs		Shows/Hides the EQ Rack.	8 depending	
Views: Filters/Gain		Shows/Hides the PRE Rack.	8 depending	
Views: Inserts		Shows/Hides the Inserts Rack.	8 depending	
Views: Quick Controls		Shows/Hides the Quick Controls Rack.	8 depending	
Views: Routing		Shows/Hides the Routing Rack.	8 depending	
Views: Sends		Shows/Hides the Sends Rack.	8 depending	
Views: VCA		?	?	?
Windows: Close All Plug-Ins		Closes all open plug-in windows.	9	
Zoom In		Horizontal Zoom In for the MixConsole.	5-10 depending	If you have "Use Standard Zoom Commands" enabled in Functions Menu>Zoom, both the regular key
Zoom In Vertically		Vertical Zoom In for the MixConsole.	5-10 depending	See above.
Zoom Out		Horizontal Zoom Out for the MixConsole.	5-10 depending	See above.
Zoom Out Vertically		Vertical Zoom Out for the MixConsole.	5-10 depending	See above.
Navigate				
Add Down	Shift Down	Adds to selection for direction down. Removes from selection for direction up.	10	Transposes 8vb in Key Editor.
Add Left	Shift Left	Adds to selection for direction left. Removes from selection for direction right.	10	
Add Right	Shift Right	Adds to selection for direction right. Removes from selection for direction left.	10	
Add Up	Shift Up	Adds to selection for direction up. Removes from selection for drection down.	10	Transposes 8va in Key Editor.
Back		? Not sure. I can't find out a place where I can navigate back.	?	?
Bottom	End	Goes to the the bottom track.	10	
Down	Down	Moves down in the project window.	10	Moves one Semitone down in Key Editor.
Forward		? Not sure. I can't find out a place where I can navigate forward.	?	?
Left	Left	Selects previous in project window.	10	Selects previous event in Key Editor.
Less		? Not sure. I can't find out a place where I can show less.	?	
More		? Not sure. I can't find out a place where I can show more.	?	
Right	Right	Selects next in project window.	10	Selects next event in Key Editor.
Set Remote-Control Focus on Next Plug-in		If you have VST Instruments loaded, this command will move the remote control focus to the next plug-in.	6?	
Set Remote-Control Focus on Previous Plug-in		If you have VST Instruments loaded, this command will move the remote control focus to the previous plug-in.	6?	

Toggle Selection	Ctrl Space	? Not sure. I don't know what selection this is supposed to toggle.	10?	?
Top	Home	Selects the top track in the project window.	10	
Up	Up	Moves up in the project window.	10	Moves one Semitone up in the Key Editor.
Note Expression				
Consolidate Note Expression Overlaps		When two notes overlap and contain note expressions for the same controller, this command will use the second note's data for the overlap.	6 (MIDI>Note Expression)	
Convert to Note Expression		Converts CCs to Note Expression.	6 (MIDI>Note Expression)	
Dissolve Note Expression		Converts Note Expression to CCs.	6 (MIDI>Note Expression)	
Edit Next Parameter		Edits the next parameter with data.	8	
Edit Previous Parameter		Edits the previous parameter with data.	8	
Editor Size: Decrease		Cycles between 3 different sizes for the Note Expression editor, from large to small.	8	
Editor Size: Increase		Cycles between 3 different sizes for the Note Expression editor, from small to large.	8	
Note Expression MIDI Setup		Brings up the Note Expression MIDI Setup window.	6 (MIDI>Note Expression)	
Open/Close Editor		Opens/Closes the Note Expression editor.	8	
Paste Note Expression		? Not sure. I can't paste note expression with this command. On the other hand Ctrl V works.	?	?
Record MIDI as Note Expression		? Not sure. I can't Enable/Disable "Record MIDI as Note Expression" with this command.	?	?
Remove Note Expression		Removes Note Expression.	8	
Resolve Note Expression		Distributes Notes to MIDI Channels.	8	Either MIDI>Note Expression>Distribute Notes to MIDI Channels should be renamed to "Resolve Note Expression", or
Show/Hide Note Expression Data		Shows/Hides Note Expression Data on the notes themselves in the Key Editor.	9	
Trim Note Expression to Note Length		As it says. Shortens Note Expression to match the length of the note.	9	
Nudge				
Down		Nudges down. Down key accomplishes the same in the Key Editor for selected events.	10 (I have it assigned to Alt Down)	
Down (Larger Step)		Nudges down by a larger amount. Shift Down accomplishes the same in the Key Editor for selected events, transposing them down by an octave.	7	
End Left	Alt Shift Left	Nudges the end of the event/part to the left by the amount dictated by the grid type setting, and the quantize setting.	10	
End Right	Alt Shift Right	Nudges the end of the event/part to the right by the amount dictated by the grid type setting, and the quantize setting.	10	
Graphical Bottom		? Not sure. This command doesn't seem to do anything for me.	?	?
Graphical Left		? Not sure. This command doesn't seem to do anything for me.	?	?
Graphical Right		? Not sure. This command doesn't seem to do anything for me.	?	?
Graphical Top		? Not sure. This command doesn't seem to do anything for me.	?	?

Left	Ctrl Left	Nudges the whole selection left by the amount dictated by the grid type setting, and the quantize setting.	10	
Loop Range Left		Nudges the loop (space in between left and right locators) to the left by the amount dictated by the grid type setting, and the quantize setting.	9	
Loop Range Right		Nudges the loop (space in between left and right locators) to the right by the amount dictated by the grid type setting, and the quantize setting.	9	
Right	Ctrl Right	Nudges the whole selection right by the amount dictated by the grid type setting, and the quantize setting.	10	
Start Left	Alt Left	Nudges the start of the event/part to the left by the amount dictated by the grid type setting, and the quantize setting.	10	
Start Right	Alt Right	Nudges the start of the event/part to the right by the amount dictated by the grid type setting, and the quantize setting.	10	
Up		Nudges up. Up key accomplishes the same thing in the Key Editor for selected events.	10 (I have it assigned to Alt Up)	
Up (Larger Step)		Nudges up by a larger amount. Shift Up accomplishes the same in the Key Editor for the selected events, transposing them up by an octave.	7	
Preferences				
Audio - Background Color Modulation		Activates/Deactivates background color modulation.	3	It seems that background color modulation doesn't work with
Audio - Create Audio Images during Record		Activates/Deactivates. When active, the audio images (waveforms in the events) are created as record runs. When inactive, during record the event remains blank, and when recording stops, it's then that the images are constructed.	3	
Audio - Default Warping Algorithm		Chooses the next available warping algorithm as the default.	0	This key command is a one way street. Once I reach the end, i.e. Standard - Solo,
Audio - Enable Automatic Hitpoint Detection		Activates/Deactivates automatic Hitpoint detection.	5 depending	This comand does not create Hitpoints itself, neither is it retroactive. This means, if you have Automatic Detection enabled and record an event, you will get Hitpoints. Now, if you give the command, the hitpoints will not dissapear for this
Audio - Interpolate Audio Waveforms		Activates/Deactivates interpolation of audio waveforms.	5 depending	This command interpolates sample values to form curves when you zoom in to one sample per pixel or less. Keep this in mind
Audio - On Processing Shared Clips		Cycles through the options for what should be done when applying processing to shared clips.	5 depending	
Audio - Remove Regions/Hitpoints on all Offline Processes		Activates/Deactivates removal of hitpoints and regions when offline processes are applied.	5 depending	
Audio - Show Event Volume Curves Always		Activates/Deactivates visibility of the volume curve (envelope) for an audio event, even if deselected. When activated, the curve will always show.	7 depending	
Audio - Show Hitpoints on Selected Events		Activates/Deactivates visibility of the hitpoints when the event is selected. When activated, once you select an event you will see its hitpoints on it.	7 depending	

Audio - Show Waveforms		Activates/Deactivates visibility of waveforms for audio events. When activated, you see waveforms in events. When deactivated, events remain blank.	5 depending	
Audio - Snap to Zero Crossing		Activates/Deactivates Snap to Zero Crossing.	8	This is not a preference. This is a toolbar command. I would like it if they had their
Audio - Time Stretch Tool Algorithm		Chooses the next available time stretch algorithm for the time stretch tool.	0	This key command is a one way street. Once I reach the end, i.e. Realtime, I don't
Audio - Treat Muted Audio Events like Deleted		Activates/Deactivates. When activated: If you have 2 events overlapping, and the event on top is muted, the overlapped section of the event in the back will playback normally. When deactivated: If you have 2 events overlapping, and the event on top is muted, the overlapped section of the event in the back will not play back. Only the section of the event NOT covered by the muted event in the foreground will play.	3 (not something to change frequently I imagine)	
Audio - Use Mouse Wheel for Event Volume and Fades		Activates/Deactivates the use of the mouse wheel for modifying the event's volume and fades.	3 (not something to change frequently I imagine)	If Enabled, event gain is modified in 1dB steps. Fades are adjusted in steps dictated
Audio - When Recording Wave Files Larger than 4 GB		Switches between "Split Files" and "Use RF64 Format" options for what to do when recording files larger than 4 GB.	3 (not something to change frequently I imagine)	
Control Room - Auto Disable Talkback Mode		Switches between 3 options for auto disabling the talkback mic. "No Auto Disable" (talkback mic always on), "In Record" (talkback mic off), "In Play and Record" (talkback mic off)	7	
Control Room - Dim Cue during Talkback		Activates/Deactivates dimming cues during talkback.	7	Don't forget to set Talk Dim Level!
Control Room - Exclusive Device Ports for Monitor Channels		Activates/Deactivates the option for exclusive device ports for monitor channels. When activated, you cannot assign the same device output to two monitor channels. Each monitor channel will have to use a unique output.	0	I can't see the point of this key command. I mean, you have to re-assign the connections when you toggle this
Control Room - Show Control Room Volume in Transport Panel		Activates/Deactivates controlling the big red knob of the "Main" section of the Control Room from the transport bar. When activated it's the red knob being controlled, when deactivated it's the stereo out.		You may need to click and drag on the Audio Activity & Levels section of the Transport Bar for the control "triangle" to show.
Control Room - Use Phones Channel as Preview Channel		Activates/Deactivates using Phones as the preview channel.	10	
Controls - Knob Mode		Cycles between "Circular", "Relative Circular", and "Linear" modes for all knobs.	3 (not something to change frequently I imagine)	
Controls - Slider Mode		Cycles between "Jump", "Touch", "Ramp", and "Relative" modes for all sliders.	3 (not something to change frequently I imagine)	
Controls - Value Box/Time Control Mode		Cycles between "Text Input on Left-Click", "Increment/Decrement on Left/Right-Click", and "Increment/Decrement on Left-Click and Drag" for all value boxes/time controls.	3 (not something to change frequently I imagine)	
Editing - 'Edit Solo'/'Record in MIDI Editors' Follow Focus		Activates/Deactivates. When deactivated, pressing 'Record in Editor' will keep doing its job, regardless of focus. When activated, pressing 'Record in Editor' and then changing focus (by clicking in the project window for instance) will de-activate 'record in editor'	7 depending	

Editing - Auto Select Events under Cursor.		Activates/Deactivates. When activated, positioning the cursor will automatically select all events under it.	4	This is a duplicate entry. Also exists in Edit>Auto Select Events under Cursor.
Editing - Cycle Follows Range Selection		Activates/Deactivates. When activated: If you make a range selection, the left and right locators will follow, and take positions on the left and on the right of the range, respectively. When deactivated: Range selections don't affect the locators.	8	An easy way to not care about whether a command would work with a range or a loop (cycle)?
Editing - Default Track Time Type		Cycles between "Musical", "Time Linear", and "Follow Transport Main Display". When you then create a new track, it will use the relevant Time Base.	5	
Editing - Delete Overlaps		Activates/Deactivates. When activated: Moving an audio event/midi part so that it overlaps another one will delete the overlapped area.	7	Overlapping that happens due to recording does not delete overlaps immediately. You must move the
Editing - Display Warning before Deleting Non-Empty Tracks		Activates/Deactivates. When activated, trying to delete any track that is not empty will display a warning, and require confirmation.	3 (not something to change frequently I imagine)	We can always undo deletion of a track.
Editing - Lock Event Attributes		Cycles through "Position", "Size", "Position + Size", "Other", "Position + Other", "Size + Other", "Position + Size + Other". All these determine which attributes of the events will be locked when you lock them.	7	Position: No moving the event Size: No resizing the event Other: Fade Handles, Event Gain
Editing - Parts Get Track Names		Activates/Deactivates. When activated, parts on a track will automatically get the track's name.	7	
Editing - Quick Zoom		Activates/Deactivates. When activated, the contents of parts/events are redrawn when you stop changing the zoom.	7	I don't notice much of a difference.(?)
Edit - Select Track on Background Click		Activates/Deactivates. When activated, clicking in empty space between parts/events of the same track will select the track.	5	Using this preference together with "Editing - Track Selection Follows Event
Editing - Track Selection Follows Event Selection		Activates/Deactivates. When activated, selecting an event will also select the track it's on.	5	Using this preference together with "Editing - Select Track on Background
Editing - Use Up/Down Navigation Commands for Selecting Tracks only		Activates/Deactivates. When activated, the Up/Down keys will be reserved for selecting tracks only.	3 (not something to change frequently I imagine)	
Editors - Double-click Destination		Toggles between "Double-click opens Editor in a Window" and "Double-click opens Editor in Lower Zone". This is what will happen when you double click on a part/event.	7	
Editors - Editor Content Follows Event Selection		Activates/Deactivates. When activated: If you have an Editor open and select a different event, the editor will now show/edit the newly selected event.	4	
Editors - Open Command Destination		Toggles between "Open Editor Commands Open Editors in a Window" and "Open Editor Commands open Editors in Lower Zone". This is what will happen when you give the "Open Editor" command.	7	
Editors - Use Drum Editor when Drum Map is assigned		Activates/Deactivates. When activated: Having a drum map assigned on track, if you give the "Open Editor" command, the drum Editor will open instead of the default.	3 (not something to change frequently I imagine)	
Event Display - Hide Truncated Event Names		Activates/Deactivates. When activated: Overly long part names (i.e. extending beyond the actual length of the part) will be hidden.	5	

Event Display - Show Event Names		Activates/Deactivates. When deactivated, event/part names are hidden.	9	
Event Display - Show Overlaps		Cycles between "Show Overlaps: Always", "Show Overlaps: On Mouse Over" and "Show Overlaps: Never"	6	I can't figure out how "On Mouse Over" works. I always see the overlaps ("zebra strip"), be it "On Mouse Over" or "Always". I would expect that "On Mouse
Event Display - Smallest Track Height To Show Data		Cycles between "Minimal", "One Row", "Two Rows", "Three Rows". This preference sets the minimum track height needed for events to show waveforms and MIDI parts to show lines/blocks/their default data.	6	
Event Display - Smallest Track Height to Show Name		Cycles between "Minimal", "One Row", "Two Rows", "Three Rows". This preference sets the minimum track height needed for events/parts to show their names.	6	
Folders - Show Data on Folder Tracks		Cycles between "Always Show Data", "Never Show Data", "Hide Data When Expanded". Controls if and when the Folder Track will show data.	6	
Folders - Show Event Details		Activates/Deactivates. When activated (and "Folders - Show Data on Folder Tracks" is NOT set to "Never Show Data"), the folder track will show the data of the tracks included (waveforms, midi blocks etc.).	6	
General - Auto Save		Activates/Deactivates.	4	
General - Open Projects in Last Used View		Cycles between "Never", "Only External Projects" and "Always". Determines what windows layout will be used when opening projects.	4	
General - Run Setup on Create New Project		Activates/Deactivates. When activated, creating a new project will bring up the Project Setup Window.	5	
General - Show Tips		Activates/Deactivates. This controls if explanatory tooltips are displayed when the mouse cursor rests over a control.	5	
General - Use Hub		Activates/Deactivates. When activated, giving the command for a new project will bring up the Hub.	5	
MediaBay - Allow Editing in Results List		Activates/Deactivates.	3	
MediaBay - Scan Folders Only When MediaBay is Open		Activates/Deactivates.	3	
MediaBay - Scan Unknown File Types		Activates/Deactivates.	3	
MediaBay - Show File Extensions in Results List		Activates/Deactivates.	3	
Metering - Map input Bus Meering to Audio Track (in Direct Monitoring)		Activates/Deactivates.	5	
MIDI - Add Latency to MIDI-Thru Processing		Activates/Deactivates. When activated, latency is introduced to each note played in real time.	5	

MIDI - ASIO Latency Compensation Active by Default		Activates/Deactivates.	5	
MIDI - Audition through MIDI Inserts/Sends		Activates/Deactivates. When activated, the editor's acoustic feedback includes MIDI Sends/Inserts, allowing us to layer sounds.	7	
MIDI -Insert Reset Events after Record		Activates/Deactivates. When activated, a reset message is insert at the end of each recorded part, that resets controllers.	6	
MIDI - Legato Mode: Between Selected Notes Only		Activates/Deactivates.	6	I expected this command to connect to the Inspector>Editor>Length>Between Selected It is not connected. As this is a preference, it sort of makes sense, yet the same function mentioned above does not
MIDI - MIDI Latency Mode		Cycles between "Low", "Normal", "High".	5	
MIDI - MIDI Thru Active		Activates/Deactivates	7	
MIDI - Never Reset Chased Controllers		Activates/Deactivates	5	
MIDI - Part Data Mode		Cycles through "Lines", "Scores", "Drums", "Blocks" and "No Data". Affects how MIDI data are depicted on a track.	8	
MIDI - Record-Enable allows MIDI Thru		Activates/Deactivates	4	
MIDI -Replace Recording in Editors		Cycles through "None", "All" and "Controller".	7	
MIDI - Reset on Stop		Activates/Deactivates.	3 (not something to change frequently I imagine)	
MIDI - Select Controllers in Note Range: Use Extended Note Context		Activates/Deactivates. When deactivated: If you have a CC extend beyond an event's (note's) duration and you select the event, only the CC nodes exactly matching the note's duration will be selected. When activated, if the CC continues beyond the duration of the note, this extra data will be selected when you select the note.	4	
MIDI - Show Controllers		Activates/Deactivates. When activated, the MIDI part in the project window will also depict CCs, and not only notes.	4	
MIDI - Snap MIDI Parts to Bars		Activates/Deactivates. When activated: When you are recording MIDI and you stop recording, the MIDI part created will be extended to start/end on the start of a bar. When deactivated: The MIDI part will have it start at where recording began, and its end at where recording stopped.	3 (not something to change frequently I imagine)	
MIDI - Split MIDI Controllers		Activates/Deactivates. When activated: If you split a MIDI part in the project window, this preference will make it so that the new part gets a CC data node at its start (if the value was different than 0). When deactivated: The controller will not get a data node at the start. (and playback oddities may ensue if you throw away the first part that had the CC value leading into the the second parts value.)	3 (not something to change frequently I imagine)	I cannot imagine why someone would want to keep this preference deactivated. (?)

MIDI - Split MIDI Events		Activates/Deactivates. Similar as above. When activated, splitting a MIDI part in the project window at the middle of an event, will make it so the event is also split. When deactivated, splitting a MIDI part at the middle of an event, will make it so the event is "truncated" at the position of the split, and no new event is created in the part on the right.	3 (not something to change frequently I imagine)	
Plug-ins - Create MIDI Track when Loading VSTi		Cycles between "Always ask to", "Always", "Do not". Determines if a MIDI track will be created when you load a VSTi from the F11 menu.	3 (not something to change frequently I imagine)	"Always ask" does not seem to work over here. Maybe a long time ago I was asked
Plug-ins - Open Effect Editor after Loading It		Activates/Deactivates. When activated, loading a plug-in will immediately bring up its window (GUI).	8	If you are planning on creating 10 instances of "Mystic" for example, it's a good idea to deactivate this preference before the batch creation. Even if you can
Plug-ins - Plug-in Editors "Always on Top"		Activates/Deactivates. Per manual: "Always shows the control panels for effect plug-ins and VST instruments on top of other windows."	8?	? Well, not working quite as I would expect here. ?
Plug-ins - Suspend VST 3 plug-in processing when no audio signals are received		Activates/Deactivates. The troublesome preference. Steinberg advised to keep this off until further notice (at the time of 10.5.20). When activated, VST 3 plug-ins suspend their processing (thus improving performance and reducing cpu load) when no audio is passing through.	3 (not something to change frequently I imagine)	
Plug-ins - Synchronize Plug-in Program Selection to Track Selection		Activates/Deactivates. When Activated: If you have a multitimbral instrument like Halion SE and you are feeding it from many midi tracks, navigating the project window, going from MIDI track 1 to MIDI track 2 will move the respective sound slots in the plug-in's window.	3 (not something to change frequently I imagine)	
Plug-ins - Warn before Removing Modified Effects		Activates/Deactivates. Well explained. When activated, if you try to unload (throw away) a plug-in that you have previously tweaked, you will be warned and asked to confirm the removal of the plug-in. When deactivated, the plug-in will be removed swiftly without warning.	3 (not something to change frequently I imagine)	
Project & MixConsole - Deep Track Folding		Activates/Deactivates. When activated: Toggling selected track (From Project>Track Folding) will expand/reduce ALL subfolders contained in the selected folder track. When deactivated: Only the root folder will be toggled.	4 depending	
Project & MixConsole - Enable Record on Selected Audio Track		Activates/Deactivates. When activated: The selected audio track will be automatically record-enabled.	3 (not something to change frequently I imagine)	
Project & MixConsole - Enable Record on Selected MIDI Track		Activates/Deactivates. When activated: The selected MIDI track will be automatically record-enabled.	3 (not something to change frequently I imagine)	
Project & MixConsole - Enable Solo on Selected Track		Activates/Deactivates. When activated: The selected track will be Soloed.	7 depending	
Project & MixConsole - Enlarge Selected Track		Activates/Deactivates. When activated: The selected track will be made bigger than the rest.	3 (not something to change frequently I imagine)	Duplicate key command. Also in Edit>Enlarge Selected Track.

Project & MixConsole - Scroll to Selected Track		Activates/Deactivates. When activated: If you select a track in the project window, the MixConsole will scroll so that the selected channel is visible. Likewise, selecting a channel in the MixConsole will cause the project to scroll so that the selected track is visible.	3 (not something to change frequently I imagine)	
Project & MixConsole - Select Channel/Track on Edit Settings		Activates/Deactivates. When activated: When you click on the "e" button on a track/channel, it will be selected.	3 (not something to change frequently I imagine)	
Project & MixConsole - Select Channel/Track on Solo		Activates/Deactivates. When activated: When you click Solo on a track/channel, it will be selected.	3 (not something to change frequently I imagine)	
Project & MixConsole - Sync Selection in Project Window and MixConsole		Activates/Deactivates. When activated: Selecting a track in the project window will select the corresponding channel in the MixConsole, and vice versa.	8	
Record - Deactivate Punch In on Stop		Activates/Deactivates. Self-explanatory. When activated: Pressing stop will deactivate punch in. Secures one-off punches, eliminates the need to micromanage punch in activation/deactivation.	3 (not something to change frequently I imagine)	
Record - Stop after Automatic Punch Out		Activates/Deactivates. Self-explanatory. When activated: If Punch Out is activated, when record reaches that point, Stop will be pressed. In the same vein as above, it makes for more focused one-off punches.	3 (not something to change frequently I imagine)	
Scrub - Use High Quality Scrub Mode		Activates/Deactivates. Per manual: Enables effects for scrubbing and uses a higher resampling quality. However, scrubbing will be more demanding on the processor.	3 (not something to change frequently I imagine)	
Scrub - Use Inserts While Scrubbing		Activates/Deactivates. Self-explanatory.	3 (not something to change frequently I imagine)	
Tools - Select Tool: Show Extra Info		Activates/Deactivates. When activated, the select tool is accompanied everywhere by a tooltip that shows the part's name and the time position over which the mouse cursor hovers.	5	
Tools - Show Horizontal Cross-Hair Cursor Line		Activates/Deactivates. When activated, the draw, split, and line tools will get a horizontal line, forming a crosshair at the exact position of the mouse cursor's edge.	3 (not something to change frequently I imagine)	
Tools - Show Notification when Switching Tool Mode with Key Command		Activates/Deactivates. When activated, a notification will be shown in the middle of the screen every time you switch the modes of a tool with a key command.	3 (not something to change frequently I imagine)	
Tools - Show Toolbox on Right-Click		Activates/Deactivates. When activated, right clicking will bring up the toolbox. When deactivated, it will bring up the "regular" right click menu, which has the tools one level deep, but also more contextual functions.	3 (not something to change frequently I imagine)	An infamous preference, due to the fact that the right click menu available now has seen some pruning, and users want
Tools - Show Vertical Cross-Hair Cursor Line		"Changes", does not inform of state. Well, when activated, the draw, split and line tools will get a vertical line, forming a crosshair at the exact position of the mouse cursor's edge.	3 (not something to change frequently I imagine)	
Tools - Zoom Tool Standard Mode: Horizontal Zooming Only		Activates/Deactivates. When activated, using the Zoom Tool will only allow Horizontal Zooming.	3 (not something to change frequently I imagine)	

Track & MixConsole Channel Colors - Auto Track/Channel Color Mode		Cycles between "Use Track's Default Color", "Use Previous Track Color", "Use Previous Track Color +1", "Use Last Applied Color", "Use Random Track Color". All these determine what color the next created track shall be.	6 depending	
Transport - Clicking Locator Range in Upper Part of the Ruler Activates Cycle		Activates/Deactivates. When activated, clicking on the upper part of the ruler between the left and right locators will activate the "cycle" (loop)	3 (not something to change frequently I imagine)	
Transport - Locate when Clicked in Empty Space		Activates/Deactivates. When activated, clicking in empty space in the project window the move the cursor to the click's position.	3 (not something to change frequently I imagine)	People are asking for this feature to be extended to the MIDI editors.
Transport - Playback Toggle Triggers Local Preview		Per manual: Allows you to use Space on your keyboard to start/stop local playback of the selected file in the Sample Editor or the Pool. When the Sample Editor is not open or when there is no audio file selected in the Pool, Space still toggles the global project playback.	3 (not something to change frequently I imagine)	
Transport - Return to Start Position on Stop		Activates/Deactivates. Self-explanatory. When activated, pressing stop will return the cursor to the start of the project.	3 (not something to change frequently I imagine)	
Transport - Show Timecode Subframes		Activates/Deactivates. Self-explanatory. When activated, subframes will show too for timecode. (It goes without saying that a ruler must show timecode for this to work.)	3 (not something to change frequently I imagine)	
Transport - Stop Playback while Winding		Activates/Deactivates. Self-explanatory. When activated, if you press rewind or forward while the project is playing, stop will be pressed, and when you finish winding you'll need to press play again. When deactivated, you can wind while the project is playing, and once you cease winding, playback will resume.	3 (not something to change frequently I imagine)	
Transport - Zoom while Locating in Time Scale		Activates/Deactivates. Self-explanatory. When activated, clicking and dragging up/down on the ruler will zoom out/in respectively.	3 (not something to change frequently I imagine)	
VariAudio - Inhibit warning when applying Offline Processes		Per manual: Inhibits the message that warns you when you apply offline processes to audio material that is used in several places in the project.	3 (not something to change frequently I imagine)	
VariAudio - Inhibit warning when changing the Sample Data		Per manual: Inhibits the message that warns you when you modify audio material that is used in several places in the project.	3 (not something to change frequently I imagine)	
Video - Extract Audio on Import Video File		Activates/Deactivates. Self-explanatory. When activated, importing a video file will extract the audio too.	3 (not something to change frequently I imagine)	
VST - Activate 'Link Panners' for New Tracks		Activates/Deactivates. When activated: If you create a new track, the pan of its sends will automatically follow the panner of thechannel itself. When deactivated, you have to set the sends pan manually.	3 (not something to change frequently I imagine)	
VST - Auto Monitoring		Cycles between "Manual", "While Record-Enabled", "While Record Running" and "Tapemachine Style".	4	
VST - Connect Sends Automatically for Each Newly Created Channel		Activates/Deactivates. When activated: If you have FX tracks created, and then you create audio/instrument/sampler tracks, those will have their sends automatically connected to the existing FX tracks.	3 (not something to change frequently I imagine)	
VST - Default Send Level		Cycles between "0dB", "-6dB", "-12dB", "-∞dB".	3 (not something to change frequently I imagine)	

VST - Default Stereo Panner Mode		Cycles between "Stereo Dual Panner (Remote Control Devices Only)", "Stereo Combined Panner", "Stereo Balance Panner"	3 (not something to change frequently I imagine)	
VST - Do Not Connect Input/Output Busses When Loading External Projects		Activates/Deactivates. Per manual: Prevents connecting input and output busses to the ASIO ports of your system when loading external projects.	3 (not something to change frequently I imagine)	
VST - Group Channels: Mute Sources as well		Activates/Deactivates. When activated: Muting a group channel will press mute on the source channels too.	3 (not something to change frequently I imagine)	
VST - Instruments use Automation Read All and Write All		Activates/Deactivates. When activated, pressing the "Activate/Deactivate Read (or Write) for All Tracks" will affect instruments too.	0	? It doesn't seem to work. Activated or Deactivated, instruments still get the R and W when giving the command for all
VST - Mute Pre-Send when Mute		Activates/Deactivates. When activated, muting a track will also mute its "pre" sends.	0	? It doesn't seem to work. Activated or Deactivated, the sends don't go to their
VST - Warn on Processing Overloads		Activates/Deactivates. When activated, when a cpu overload/audio dropout is detected, a message will pop up where you must confirm to continue.	3 (not something to change frequently I imagine)	
Preset				
Next		Loads the next preset, without opening the preset browser.	8	Mind the selection. When an instrument track is selected in the project window, it
Open Browser		Opens the preset browser when a plug-in is in focus.	8	See above.
Previous		Loads the previous preset, without opening the preset browser.	8	See above.
Process		Directly applies (using Direct Offline Processing) the relevant Process on the selected audio event(s).	8	
Process Logical Preset		Directly applies the relevant Logical Preset.	8	
Process		Directly applies (using Direct Offline Processing) the relevant Plug-in on the selected audio event(s).	8	
Process Project Logical Preset		Directly applies the relevant Project Logical Preset.	8	
Project				
Auto Fades Settings		Brings up the "Auto Fades - Project" window, where we can select if auto fades will occur, and adjust their curves.	5 depending (In Project menu)	
Beat Calculator		Brings up the Beat Calculator window, where we can tap a tempo and insert it into the Tempo Track.	7	
Bring To Front		Brings the Project window to the front, and gives it focus.	10 (I have it assigned to Alt Shift U)	
Colors	Alt Shift S	Brings up the Project Colors Setup window.	10	
Divide Track List		Creates/Removes a line that divides the project window in two rows.	4 (you need the mouse to resize the divider anyway)	
Duplicate Tracks		Self-explanatory.	3 (right click menu)	
Folding: Fold Tracks		Closes the selected folder(s).	6 depending	
Folding: Toggle Selected Track		Opens/Closes ONE selected folder.	7 depending	
Folding: Toggle Tracks		Opens/Closes ALL folders.	7 depending	
Folding: Unfold Tracks		Opens the selected folder(s).	6 depending	

Move Selected Tracks to New Folder		Self-explanatory.	8 depending	
Notepad		Opens the Project Notepad	2-8 depending	
Open Browser	Ctrl B	Opens the Project Browser window.	10	
Open Layout...		Opens the "Open Layout" window for scores.	8 depending (Scores Menu)	
Open Markers	Ctrl M	Brings up the Markers window	10	
Open Pool	Ctrl P	Brings up the Pool	10	
Open Tempo Track	Ctrl T	Brings up the Tempo Track	10	
Remove Empty Tracks		Self-explanatory. If a track contains no data, it will be removed.	7 depending	
Remove Selected Tracks	Shift Del	Self-explanatory.	10	
Select Track: Add Next		Adds the next track to the selection.	10 (I have it assigned to Ctrl Alt Shift =)	
Select Track: Add Prev		Adds the previous track to the selection.	10 (I have it assigned to Ctrl Alt Shift -)	
Select Track: Next		Selects the next track.	10 (I have it assigned to Ctrl Alt =)	
Select Track: Prev		Selects the previous track.	10 (I have it assigned to Ctrl Alt -)	
Set Timecode		Brings up the Set Timecode at Cursor window, where we can choose the start time of the Timecode.	4 depending	
Set Track/Event Color	Alt Shift C	Brings up the Colorize Select Tracks Panel, to colorize selected tracks. It remains open, allowing to colorize tracks one after the other.	10	
Setup	Shift S	Brings up the Project Setup window.	10	
Tempo Detection...		Brings up the Tempo Detection Panel. A selection must be made first.	6 depending	
Track Controls Settings		Brings up the Track Controls Settings window, in which we can customize the information and buttons shown on each track type.	6 depending	
Track Preset: Next		Loads the next Track Preset.	5 depending	The presets actually load when giving this command. I got a "Serious problem has occurred" after giving this command 4-5 times. I guess it would be wiser if the
Track Preset: Open Browser		Opens the Track Preset Browser, to choose a Track Preset for the selected track. If many tracks are selected, only the first is affected.	5 depending	
Track Preset: Previous		Loads the previous Track Preset.	5 depending	The presets actually load when giving this command. I got a "Serious problem has occurred" after giving this command 4-5 times. I guess it would be wiser if the
VST Preset: Next		Loads the next VST Preset (for Instruments)	5 depending	The presets actually load when giving this command. I didn't get a crash using this command like with "Track Preset:
VST Preset: Open Browser		Opens the VST Preset Browser, to choose a VST Preset for the selected track. If many tracks are selected, only the first is affected.	5 depending	
VST Preset: Previous		Loads the previous VST Preset (for Instruments)	5 depending	The presets actually load when giving this command. I didn't get a crash using this command like with "Track Preset:
Quantize Category				
AudioWarp Quantize On/Off		Activates/Deactivates AudioWarp Quantize	4 depending	

Auto Quantize On/Off		Activates/Deactivates Auto Quantize. (MIDI only)	4 depending	
Create Groove Quantize Preset		Creates a Groove Quantize Preset from the selection.	4 depending	
Freeze MIDI Quantize		Per manual: Makes the start and end positions of MIDI events permanent. This function is useful in situations where you want to quantize a second time, based on the current quantized positions rather than the original positions.	4 depending	
Iterative Quantize On/Off		Activates/Deactivates Iterative Quantize.	4 depending	
Quantize	Q	Quantizes.	10	
Quantize MIDI Event Ends		Quantizes the ends of MIDI Events. Found in Inspector>Editor>Quantize Section.	4 depending	
Quantize MIDI Event Lengths		Quantizes the lengths of MIDI Events. Found in Inspector>Editor>Quantize Section.	4 depending	
Quantize Panel		Brings up the Quantize Panel	9	
Reset Quantize		Resets Quantize. If you have used "Freeze MIDI Quantize", this command will NOT take you back before the Freeze.	4 depending	
Select Next Quantize		Selects the Next Quantize value.	8 depending	
Select Prev Quantize		Selects the Previous Quantize value.	8 depending	
Set Quantize to 1th		Directly sets the Quantize value to a Whole note.	9	
Set Quantize to 2th		Directly sets the Quantize value to a Half note.	9	
Set Quantize to 4th		Directly sets the Quantize value to a Quarter note.	9	
Set Quantize to 8th		Directly sets the Quantize value to an Eighth note.	9	
Set Quantize to 16th		Directly sets the Quantize value to a Sixteenth note.	9	
Set Quantize to 32th		Directly sets the Quantize value to a Thirty-second note.	9	
Set Quantize to 64th		Directly sets the Quantize value to a Sixty-fourth note.	9	
Set Quantize to 128th		Directly sets the Quantize value to a Hundred-and-Twenty-Eighth note.	9	
Toggle Quantize Dotted		Adds/Removes dot to/from the current quantize value.	9	
Toggle Quantize Triplet		Modifies current quantize value to be triplets.	9	
Render in Place				
Render (with Current Settings)		Directly renders the selection with the current render settings.	10	
Render Settings...		Brings up the Render Tracks window, where we can change the current render settings, and render the selection if we want.	6	
Sample Editor				
Bypass Warping		Bypasses the AudioWarp Section of the Inspector>Editor (Sample Editor)	4 depending	
Reanalyze Audio		Reanalyzes the audio to prepare it for VariAudio Editing.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Bypass VariAudio		Bypasses the VariAudio Section of the Inspector>Editor	4 depending	
VariAudio - Extract MIDI (no Dialog)		Directly Extracts MIDI when Editing VariAudio, using the current settings for the extraction.	6 depending	
VariAudio - Extract MIDI...		Brings up the Extract MIDI window, where the settings for extracting MIDI from Audio are made.	4 depending	

VariAudio - Quantize Pitch		Quantizes Pitch. I think it's like dragging the quantize pitch slider to 100%, except when using this key-command, the Quantize Pitch slider is greyed out.	6 depending	
VariAudio - Reset All Changes		Resets All Changes for selection.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Reset Formant Shift Changes		Resets changes made to the "Shift Formant" slider.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Reset Pitch Changes		Resets changes made to the "Quantize Pitch" slider.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Reset Pitch Curve Changes		Resets changes made to the "Straighten Curve" slider.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Reset Volume Changes		Resets changes made to the "Volume" slider.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Reset Warp Changes		Resets changes made to the segments' starts and ends.	6 depending (hidden a bit deep, in Inspector>Editor>VariAudio>Functions drop-down menu)	
VariAudio - Show MIDI Reference Track		Shows/Hide the MIDI reference track assigned.	4	
VariAudio - Toggle Pitch Snap Mode		Cycles between "Absolute", "Relative", and "Off" for the Pitch Snap Mode.	4 depending	
VariAudio - Toggle Smart Control Mode		Toggles between "Default" and "All" Smart Controls.	4 depending	
Score Align Elements				
Bottom		Aligns symbols horizontally to the bottom.	5 depending (In Scores>Align Elements)	
Center Horizontally		Aligns symbols to the center horizontally.	5 depending (In Scores>Align Elements)	
Center Vertically		Aligns symbolols to the center vertically.	5 depending (In Scores>Align Elements)	
Dynamics		Aligns only dynamics.	5 depending (In Scores>Align Elements)	
Left		Aligns symbols to the left.	5 depending (In Scores>Align Elements)	
Right		Aligns symbols to the right.	5 depending (In Scores>Align Elements)	
Top		Aligns symbols to the top.	5 depending (In Scores>Align Elements)	
Score Functions				
50%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
75%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
100%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
120%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
200%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
300%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
400%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?

600%		? I suspect this is Page Mode zoom, but it doesn't do anything. ?	0	?
Auto Group Notes		Automatically groups notes. (Connects stems)	7 depending	
Auto Layout		Brings up the Auto Layout window.	7 depending	
Auto Layout: Bars and Staves		Directly applies Auto Layout with the Bars and Staves option.	7 depending	
Auto Layout: Hide All Empty Staves		Directly applies Auto Layout with the "Hide Empty Staves>All Staves" option.	7 depending	
Auto Layout: Hide Empty Staves		Directly applies Auto Layout with the "Hide Empty Staves" option.	7 depending	
Auto Layout: Move All Bars		Directly applies Auto Layout with the "Move Bars>All Staves" option.	7 depending	
Auto Layout: Move All Staves		Directly applies Auto Layout with the "Move Staves>All Staves" option.	7 depending	
Auto Layout: Move Bars		Directly applies Auto Layout with the "Move Bars" option.	7 depending	
Auto Layout: Move Staves		Directly applies Auto Layout with the "Move Staves" option.	7 depending	
Auto Layout: Optimize All		Directly applies Auto Layout with the "Optimize All" option.	7 depending	
Auto Layout: Spread All Pages		Directly applies Auto Layout with the "Spread All Pages" option.	7 depending	
Auto Layout: Spread Pages		Directly applies Auto Layout with the "Spread Page" option.	7 depending	
Brillenbass...		I never encountered this terminology before. Brings up a "Grouping" window to select the tremolo value, and then builds a tremolo between the selected notes.	7 depending	
Build Accelerando...		Brings up a "Grouping" window to select the starting and end values, then creates a feathered "accelerando" beam.	4 depending	
Build N-Tuplet...		Brings up the Tuplets window, to build the desired tuplet.	10	
Build Repeat...		Brings up a "Grouping" window to select the value, and then applies single-note tremolos to the selected notes.	10	
Build Trill...		Brings up a "Build Trill" window, to build a trill.	10	
Clear Bar		Clears the selected bars.	7 depending	
Convert to Grace Note		Converts the selected notes to grace notes.	10	
Display Markers		Displays Markers in the score. (You need to have an active marker track. You can fill in the description field of the markers, and it will automatically be used.)	7 depending	
Enharmonic Shift: #		Respells the selected notes enharmonically using sharps, if possible.	3 depending	
Enharmonic Shift: ##		Respells the selected notes enharmonically using double sharps, if possible.	3 depending	
Enharmonic Shift: ()		Encloses accidentals in parentheses.	3 depending	
Enharmonic Shift: ?		Spells all accidentals for selected notes. (All accidentals, even naturals.)	3 depending	
Enharmonic Shift: b		Respells the selected notes enharmonically using flats, if possible.	3 depending	
Enharmonic Shift: bb		Respells the selected notes enharmonically using double flats, if possible.	3 depending	
Enharmonic Shift: no (hide)		Hides all accidentals for the selected notes.	3 depending	
Enharmonic Shift : off (automatic)		Turns off enharmonic shift and returns to the automatic enharmonic spelling.	3 depending	
Explode		Brings up an Explode window, to adjust the settings for the explosion. (If we have more than one notes occurring simultaneously in one voice, we can use explode to either send them to polyphonic voices, or different tracks. Kind of like Dissolve Part of MIDI)	6 depending	
Extract Voices		Like above, but tracks are created for each voice assigned.	6 depending	

Flip		Flips stems.	10	
Font Settings, Set 1 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 2 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 3 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 4 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 5 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 6 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 7 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 8 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 9 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 10 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 11 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 12 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 13 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 14 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 15 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Font Settings, Set 16 - x		Applies set "x's" font settings to the selected text. You must first create a new set from Scores>Settings>Project, Font Settings>Attribute Sets	10	
Force Update		Forces a redraw of the whole page.	4	
Get Info		Multifunctional key. Like double-clicking on an element. Use it on a clef, takes you to Edit clef. Use it on a bar-line, takes you to the repeat bar lines window. Use it on a note-head, takes you to the Set Note Info window. You get the picture.	10	
Group Notes		Groups the selected notes. The starting note of the selection will be the first of the group and have a starting beam, and the note in the end will be the last of the group and have an ending beam.	10	
Hide		Hides/shows the selected element.	10	
Insert Slur		Inserts a slur over the selected notes.	10	

Insert Voice: 1		"Arms" Voice 1. Any notes you draw will belong to Voice 1	10	
Insert Voice: 2		"Arms" Voice 2. Any notes you draw will belong to Voice 2	10	
Insert Voice: 3		"Arms" Voice 3. Any notes you draw will belong to Voice 3	10	
Insert Voice: 4		"Arms" Voice 4. Any notes you draw will belong to Voice 4	10	
Insert Voice: Next		"Arms" the next Voice. Does NOT cycle back after you reach Voice 4.	7	
Insert Voice: Previous		"Arms" the previous Voice. Does NOT cycle back after you reach Voice 1.	7	
Make Chord Symbols		Makes Chord Symbols out of the selected notes. (must be chords, arpeggios don't count)	8 depending	
Marker Track to Form		If you have insert any markers, giving this command will put them in the score as rehearsal marks, with double barlines under them.	8 depending	
Merge All Staves		Merges up to four different staves into one staff, by assigning each staff a voice from 1 to 4. (Others call it Implode)	6 depending	
Move To String 1		When working with tablature, you can move a note on other strings to string 1. (Provided the note exists on the string).	8	
Move To String 2		When working with tablature, you can move a note on other strings to string 2. (Provided the note exists on the string).	8	
Move To String 3		When working with tablature, you can move a note on other strings to string 3. (Provided the note exists on the string).	8	
Move To String 4		When working with tablature, you can move a note on other strings to string 4. (Provided the note exists on the string).	8	
Move To String 5		When working with tablature, you can move a note on other strings to string 5. (Provided the note exists on the string).	8	
Move To String 6		When working with tablature, you can move a note on other strings to string 6. (Provided the note exists on the string).	8	
Move To String 7		When working with tablature, you can move a note on other strings to string 7. (Provided the note exists on the string).	8	
Move To String 8		When working with tablature, you can move a note on other strings to string 8. (Provided the note exists on the string).	8	
Move To String 9		When working with tablature, you can move a note on other strings to string 9. (Provided the note exists on the string).	8	
Move To String 10		When working with tablature, you can move a note on other strings to string 10. (Provided the note exists on the string).	8	
Move To String 11		When working with tablature, you can move a note on other strings to string 11. (Provided the note exists on the string).	8	
Move To String 12		When working with tablature, you can move a note on other strings to string 12. (Provided the note exists on the string).	8	
Move To Voice 1		Moves selected note(s) to Voice 1, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 2		Moves selected note(s) to Voice 2, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 3		Moves selected note(s) to Voice 3, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	

Move To Voice 4		Moves selected note(s) to Voice 4, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 5		Moves selected note(s) to Voice 5, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 6		Moves selected note(s) to Voice 6, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 7		Moves selected note(s) to Voice 7, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Move To Voice 8		Moves selected note(s) to Voice 8, provided staff settings allow. (Polyphonic mode must be on, and the respective voices activated)	10	
Number of Bars		Brings up "Number of Bars" window, where we can choose how many bars there will be per system in Page Mode.	8	
One down		Moves to the next HIGHER Voice. If you have a note in Voice 4 and you give this command, the note will go to Voice 3. That's why it's "One down", because 4-1=3. Well.	6	
One up		Moves to the next LOWER Voice. If you have a note in Voice 3 and you give this command, the not will go to Voice 4. That's why it's "One up", because 3+1=4. Well.	6	
Paste Note Attributes		If you copy a note that is marked with say, tenuto, staccato and marcato and then use this command on an unmarked note, it will be marked with tenuto, staccato and marcato. Most of the attributes included in "Set Note Info" (when double clicking a note) work with this command. Pity it doesn't work with whole passages.	8	
Position Panel		Brings up the Position Info panel. Doesn't close it though.	5	
Reset Layout...		Brings up the Reset Layout window. There we must choose what will be reset, and on which staves.	6	
Score Notes to MIDI		This command will transform the actual MIDI part to be EXACTLY as the score. (Of course this about a recorded MIDI performance, which Cubase makes more "readable" with its Display Quantize.)	4	
Show Bar Repeat Sign		Places the "repeat previous bar" musical symbol in the selected bars.	6 depending	
Show Chord Track		Shows/Hides the Chord Track.	8	
Show Regular Notation		If you have a selection transformed to rhythmic notation, you can make it "Show Regular Notation" again with this command.	5 depending	
Show Rhythmic Notation		Takes a selection and makes it into Rhythmic Notation. What this means is, all notes are brought to the same staff line, and have their noteheads change. You can go back to the previous state with "Show Regular Notation". All this is just -displaying- information, nothing is being actually changed.	5 depending	
Spacer and Hidden to Layout		The "Spacer" part is not clear to me. The Hidden to Layout is plain as day. Whatever you've hidden, when you give this command it will be moved to the Layout Layer.	5?	?
Verse 1		Moves the selected lyrics to the 1st verse.	7 depending	
Verse 2		Moves the selected lyrics to the 2nd verse.	7 depending	
Verse 3		Moves the selected lyrics to the 3rd verse.	7 depending	

Verse 4		Moves the selected lyrics to the 4th verse.	7 depending	
Verse 5		Moves the selected lyrics to the 5th verse.	7 depending	
Verse 6		Moves the selected lyrics to the 6th verse.	7 depending	
Score Meter Scale				
50%		Zooms to 50% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
75%		Zooms to 75% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
100%		Zooms to 100% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
120%		Zooms to 120% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
200%		Zooms to 200% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
300%		Zooms to 300% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
400%		Zooms to 400% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
600%		Zooms to 600% both in Edit Mode, and Page Mode.	10	In Edit Mode, this key command will apply the magnification, but layout will
CM		Changes the Page Mode ruler to centimeters.	10	
Edit Mode: 50%		Zooms to 50% when in Edit Mode only.	10	Unlike the previous key commands, this
Edit Mode: 80%		Zooms to 80% when in Edit Mode only.	10	Unlike the previous key commands, this
Edit Mode: 100%		Zooms to 100% when in Edit Mode only.	10	Unlike the previous key commands, this
Edit Mode: 150%		Zooms to 150% when in Edit Mode only.	10	Unlike the previous key commands, this
Edit Mode: 200%		Zooms to 200% when in Edit Mode only.	10	Unlike the previous key commands, this
Fit Page		In Page Mode, fits the whole page to the screen. In Edit Mode, it tries to do something similar?	10	
Fit Width		In Page Mode, fits the width of the page to the screen. In Edit Mode, it tries to do something similar?	10	
Hide Unused		In Edit Mode, Hides Unused staves.	10	
Inch		Changes the Page Mode ruler to inches.	10	
Off		Removes the Page Mode ruler.	10	
PT		Changes the Page Mode ruler to Points. (0,3528mm)	10	
Score Symbol Editor				
100%		Zooms to 100% in the Symbol Editor	6	
200%		Zooms to 200% in the Symbol Editor	6	
400%		Zooms to 400% in the Symbol Editor	6	
600%		Zooms to 600% in the Symbol Editor	6	
800%		Zooms to 800% in the Symbol Editor	6	
Align Bottom		Aligns selection in the Symbol Editor to the bottom.	6	
Align Center Horizontally		Aligns selection in the Symbol Editor in a row, horizontally.	8	

Align Center Vertically		Aligns selection in the Symbol Editor in a column, vertically.	8	
Align Left		Aligns the left sides of the selection in the Symbol Editor, vertically.	8	
Align Right		Aligns the right sides of the selection in the Symbol Editor, vertically.	8	
Align Top		Aligns the top sides of the selection in the Symbol Editor, horizontally.	8	
Bring To Front		Brings selection to front.	8	
Delete Symbol		Deletes the selected symbol on the left. If you only have one symbol on the left, this command will not delete it.	8	
Export Symbol...		Brings up the "Eport Graphics" (x missing) window, to export the selected symbol.	8	
Export User Symbols...		Brings up the "Save Palette..." window, to export the whole palette. (all symbols on the left)	8	
Flip +90		Flips the current selection 90 degrees clockwise.	8	
Flip -90		Flips the current selection 90 degrees anticlockwise.	8	
Group		Makes the current selection of elements into a group.	10	
Import Symbol...		Brings up the "Import Graphics" window, to import a symbol.	8	
Import User Symbols...		Brings up the "Open Palette..." window, to import a whole palette. (all symbols on the left)	8	
Mirror horizontal		Mirrors selection along the horizontal axis.	10	
Mirror vertical		Mirrors selection along the vertical axis. (Not working as expected.)	0	? Not working as expected. ?
New Symbol		Starts a new symbol.	8	
Send to Back		Sends selection to the back.	8	
Ungroup		If you have made a selection into a group before, you can disband the group and go back to having independent elements with this command.	10	
Score Symbol Palettes				All key commands in this category get a 5 keyworthiness score. If the palettes opened AND closed with the key
Chord Symbols		Brings up the "Chord Symbols" palette.	5	
Clef		Brings up the "Clef" palette.	5	
Clef etc.		Brings up the "Clef etc." palette.	5	
Dynamic Mapping		Brings up the "Dynamic Mapping" palette.	5	
Dynamics		Brings up the "Dynamics" palette.	5	
Expression Map		Brings up the "Expression Map" palette. (It goes without saying that you must have assigned an expression map.)	5	
Favorites		Brings up the "Favorites" palette.	5	
Form Symbols		Brings up the "Form Symbols" palette.	5	
Guitar Symbols		Brings up the "Guitar Symbols" palette.	5	
Keys		Brings up the "Keys" palette.	5	
Line/Trill		Brings up the "Line/Trill" palette.	5	
Note Symbols		Brings up the "Note Symbols" palette.	5	
Note Symbols Editor		? Brings up the "Note Symbols Editor" palette ?	?	In my case, a very very little palette window opens, empty. I don't know what
Other		Brings up the "Other" palette.	5	
Time Sign		Brings up the "Time Sign" palette.	5	

User Symbols		Brings up the "User Symbols" palette.	5	
Words		Brings up the "Words" palette.	5	
Scores				
Auto Group Notes		? This command does nothing for me, neither does it show next to the respective right-click menu option. ?	0	? Broken ?
Find and Replace...		Brings up the "Find and Replace" window, where we can Find and Replace text throughout the score.	5	
Lyrics from Clipboard		If you have some text copied to the clipboard, you can select a note and give this command to insert this text as lyrics, starting on that note.	5	
Move to Next Page		Moves the selected system to the next page.	10	
Move to Previous Page		Moves the selected system to the previous page.	10	
Page Mode		Switches between Page Mode/Edit Mode.	10	
Score Editor in Lower Zone: Toggle Inspector		? This command does nothing for me. I think it should switch between "Show Symbols" and "Show Inspector" in the "Inspector>Editor" drop-down menu. ?	0	? Broken ?
Settings...		Brings up the "Score Settings" window.	10	? What's the difference with "Staff Setup"
Staff Setup		Brings up the "Score Settings" window.	10	? What's the difference with "Settings..." ?
Text from Clipboard		If you have some text copied to the clipboard, you can select some text and give this command to replace it with the clipboard's text.	5	
User Symbols...		Directly opens the "User Symbols Editor".	10	
Scores Statusbar				
Toggle Filter: Bar Handles		Self Explanatory.	10	
Toggle Filter: Cutflag		Self Explanatory.	10	
Toggle Filter: Grouping		Self Explanatory.	10	
Toggle Filter: Hidden Notes		Self Explanatory.	10	
Toggle Filter: Hide		Self Explanatory.	10	
Toggle Filter: Layout Tool		Self Explanatory.	10	
Toggle Filter: Quantize		Self Explanatory.	10	
Toggle Filter: Split Rests		Self Explanatory.	10	
Toggle Filter: Stems/Beams		Self Explanatory.	10	
Set Insert Length				
1/ 1	Alt 1	Sets Insert Length to whole note.	10	
1/ 2	Alt 2	Sets Insert Length to half note.	10	
1/ 4	Alt 3	Sets Insert Length to quarter note.	10	
1/ 8	Alt 4	Sets Insert Length to eighth note.	10	
1/ 16	Alt 5	Sets Insert Length to sixteenth note.	10	
1/ 32	Alt 6	Sets Insert Length to thirty-second note.	10	
1/ 64	Alt 7	Sets Insert Length to sixty-fourth note.	10	
1/128	Alt 8	Sets Insert Length to hundred-and-twenty-eighth note.	10	
Toggle Dotted	Alt .	Adds/Removes dot to/from the current insert value.	10	
Toggle Triplet	Alt ,	Modifies current insert length value to be triplets.	10	
Text Size				
24		Directly resizes selected text to 24 points.	8	

36		Directly resizes selected text to 36 points.	8	
48		Directly resizes selected text to 48 points.	8	
60		Directly resizes selected text to 60 points.	8	
72		Directly resizes selected text to 72 points.	8	
84		Directly resizes selected text to 84 points.	8	
120		Directly resizes selected text to 120 points.	8	
144		Directly resizes selected text to 144 points.	8	
Tool				
Audio Tempo Definition Tool		In Sample Editor, under Definition, there exists Manual Adjust. That's what the key command does.	5	
Color Tool		Selects the color tool.	4	
Combine Selection Tools On/Off	Alt Shift 1	Activates/Deactivates the combined Select/Range tools.	10	
Comp Tool		Selects the comp tool.	8 depending	
Curve Tool		Selects the curve tool. Also cycles between the line options "Line", "Parabola", "Sine", "Triangle" and "Square".	8 depending	
Cut Tool		Selects the Cut Notes Tool of the Score Editor.	8 depending	
Display Quantize Tool		Selects the Display Quantize Tool of the Score Editor.	8 depending	
Draw Tool	8	Selects the Draw Tool	10	
Drumstick Tool	0	Selects the Drumstick Tool of the Drum Editor.	10	
Erase Tool	5	Selects the Erase Tool	10	
Export Range Tool		Selects the Export Range Tool of the Score Editor.	8 depending	
Free Warp Tool		In Sample Editor, under AudioWarp, there exists Free Warp. That's what the key command does.	5	
Glue Tool	4	Selects the Glue Tool.	10	
Hitpoint Tool		In Sample Editor, under Hitpoints, there exists Edit Hitpoints. That's what the key command does.	5	
Insert Note Tool		Selects the Insert Note Tool of the Score Editor.	8 depending	
Layout Tool		Selects the Layout Tool of the Score Editor.	8 depending	
Mute Tool	7	Selects the Mute Tool	10	
Next Tool	F10	Selects the next tool, depending on which window has focus.	10	When the Score Editor is in the Lower Zone, this command will get stuck on the Layout Tool, for obvious reasons. Even if we manually choose the Cut Notes tool that's right next to it, and then give the
Object Selection Tool	1	Selects the Object Selection Tool.	10	
Object Selection Tool: Normal Sizing		Directly selects the "Normal Sizing" Mode of the Selection Tool.	10	
Object Selection Tool: Sizing Applies Time Stretch		Directly selects the "Sizing Applies Time Stretch" Mode of the Selection Tool.	10	
Object Selection Tool: Sizing Moves Content		Directly selects the "Sizing Moves Content" Mode of the Selection Tool.	10	

Play Tool	9	Selects the Play Tool.	10	
Pop-up Toolbox		Brings up the Pop-up Toolbox at the mouse cursor's position.	5 depending	
Previous Tool	F9	Selects the previous tool, depending on which window has focus.	10	When the Score Editor is in the Lower Zone, this command will get stuck on the Export Range, Tools for obvious reasons. If we manually choose the Cut Notes tool that's right next to it, and then give the
Range Selection Tool	2	Selects the Range Selection Tool.	10	
Score Zoom Tool		Selects the Score Zoom Tool.	8 depending	
Scrub Tool		Selects the Scrub Tool of the Sample Editor.	8 depending	
Split Tool	3	Selects the Split Tool.	10	
TimeWarp Tool		Selects the TimeWarp Tool.	8 depending	
Tool 1		Depending on which window has focus, selects the first tool on the toolbar.	8 depending	
Tool 2		Depending on which window has focus, selects the second tool on the toolbar.	8 depending	
Tool 3		Depending on which window has focus, selects the third tool on the toolbar.	8 depending	
Tool 4		Depending on which window has focus, selects the fourth tool on the toolbar.	8 depending	
Tool 5		Depending on which window has focus, selects the fifth tool on the toolbar.	8 depending	
Tool 6		Depending on which window has focus, selects the sixth tool on the toolbar.	8 depending	
Tool 7		Depending on which window has focus, selects the seventh tool on the toolbar.	8 depending	
Tool 8		Depending on which window has focus, selects the eighth tool on the toolbar.	8 depending	
Tool 9		Depending on which window has focus, selects the ninth tool on the toolbar.	8 depending	
Tool 10		Depending on which window has focus, selects the tenth tool on the toolbar.	8 depending	
Trim Tool		Selects the Trim Tool of the Key Editor.	8 depending	
VariAudioTool		In Sample Editor, under VariAudio, there exists Edit VariAudio. That's what the key command does.	8 depending	
Zoom Tool	6	Selects the Zoom Tool.	10	
Track Versions				
Assign Common Version ID		Assign a Common Version ID to two or more tracks.	6 depending	
Create Lanes from Versions		When a track has more than one versions, this command will create one more version that will have all previous versions as lanes on the track.	6 depending	
Create Versions from Lanes		When a track has more than one lanes, this command will create as many new versions as there are lanes.	6 depending	
Delete Inactive Versions of All Tracks		A project wide version cleaner. If you have your preferred versions active for all the tracks in your project, and you feel that you won't be needing the other versions of the tracks - all of them -, you can issue this command and all the other versions will be deleted except the active ones.	6 depending	
Delete Inactive Versions of Selected Tracks		If you have settled on the best version for a track and you feel you won't be needing the other versions anymore, you can issue this command and all the other version will be deleted except the currently active one.	6 depending	
Delete Version		Deletes the currently active version.	6 depending	
Duplicate Version	Ctrl Shift D	Duplicates the current version.	10	
New Version	Ctrl Shift N	Creates a New Version.	10	

Next Version	Ctrl Shift H	Activates the next version.	10	
Previous Version	Ctrl Shift G	Activates the previous version.	10	
Rename Version		Renames the active version.	8 depending	
Select Tracks with Same Version ID		If you have used "Assign Common Version ID" to some tracks, you can then use this command to select them.	6 depending	
Transport				
Activate External Sync	Alt Shift T	Activates/Deactivates External Synchronization	10	
Activate Metronome	C	Activates/Deactivates the metronome click.	10	
Activate Punch In	I	Activates/Deactivates Punch In.	10	
Activate Punch Out	O	Activates/Deactivates Punch Out.	10	
Audio Record Mode		Cycles through Audio Recording Modes "Keep History", "Cycle History + Replace" and "Replace"	7 depending	
Auto Quantize in Record		MIDI only. Automatically quantizes as you record.	8 depending	
Cycle	Num /	Activates/Deactivates the Cycle (Loop).	10	
Enter Left Locator	Shift L	Takes you straight to the left locator's input field.	10	
Enter Locator Range Duration	Shift D	Brings up a little panel where you can directly specify the cycle's (loop's, locators' range) Duration.	10	
Enter Project Cursor Position	Shift P	Takes you straight to the project cursor's input field.	10	
Enter Punch In Position	Shift I	Brings up a little panel where you can directly specify the punch in and punch out positions, as well as lock the punch in/punch out range to the left/right locators.	10	
Enter Punch Out Position	Shift O	Brings up a little panel where you can directly specify the punch in and punch out positions, as well as lock the punch in/punch out range to the left/right locators.	10	
Enter Right Locator	Shift R	Takes you straight to the right locator's input field.	10	
Enter Tempo	Shift T	Brings up a little panel where you can set the tempo, the time signature and activate/deactivate the tempo track.	10	
Enter Time Signature	Shift C	Brings up a little panel where you can set the tempo, the time signature and activate/deactivate the tempo track.	10	
Exchange Left & Right Locator Positions		The position of the left locator becomes the position of the right locator, and the position of the right locator becomes the position of the left locator.	6 depending	
Exchange Time Formats	.	Exchanges Time Formats between "Bars+Beats" and "Seconds".	10	
Fast Forward	Shift Num +	Self Explanatory.	10	
Fast Rewind	Shift Num -	Self Explanatory.	10	
Forward	Num +	Self Explanatory.	10	
Go to Left Locator	Num 1	Sends the project cursor to the left locator.	10	
Go to Project End		Sends the project cursor to the end of the project. (End of the last event)	7 depending	
Go to Project Start	Num .	Sends the project cursor to the very start of the project.	10	
Go to Punch In Position		Sends the project cursor to the punch in's position.	6 depending	
Go to Punch Out Position		Sends the project cursor to the punch out's position.	6 depending	
Go to Right Locator	Num 2	Sends the project cursor to the right locator.	10	
Insert Cycle Marker		Inserts a cycle marker at the current cycle (loop, locators range).	6 depending	
Insert Marker	Insert	Inserts a marker at the cursor's position.	10	
Jog Left		Jogs to the left.	6 depending	

Jog Right		Jogs to the right.	6 depending	
Locate Next Event	N	Sends the project cursor to the next event's start/end.	10	
Locate Next Hitpoint	Alt N	Sends the project cursor to the next hitpoint.	10	
Locate Next Marker	Shift N	Sends the project cursor to the next marker.	10	
Locate Previous Event	B	Sends the project cursor to the previous event's end/start.	10	
Locate Previous Hitpoint	Alt B	Sends the project cursor to the previous hitpoint.	10	
Locate Previous Marker	Shift B	Sends the project cursor to the previous marker.	10	
Locate Selection End		Sends the project cursor to the selection's end.	10 (I have it next to L, at ;)	
Locate Selection Start	L	Sends the project cursor to the selection's start.	10	
Locators to Selection	P	Sets the Left Locator to the start of the selection, and the Right Locator to the end of the selection.	10	
Lock Punch Points to Locators		Self-explanatory. Set the Left and Right Locators, and the Punch In/Out Points follow.	9 depending	
Lock Record		Giving this command after you've started recording will Lock the record button. This means that pressing other keys on the transport (play, stop, rewind, record etc.) will bring up a dialog asking you to confirm that you really want to stop recording. Good for making sure recording will continue no matter what.	9 depending	
Loop Selection	Alt P	When you have made a selection and give this command, the locators will be set to the selection (like pressing P), cycle will be activated (like pressing Num /), and Start pressed (like pressing Space), all in one go!	10	
Metronome Setup		Brings up the Metronome Setup window.	8 depending	
MIDI Cycle Record Mode		Cycles the MIDI Cycle Record Mode between "Mix", "Overwrite", "Keep Last", "Stacked" and "Mix-Stacked (No Mute)"	8 depending	
MIDI Record Mode		Cycle the MIDI Record Mode between "New Parts", "Merge" and "Replace".	8 depending	
MIDI Retrospective Record: Empty All Buffers		When you play notes on a keyboard without recording, these go into the "buffer". If you wish to clean up this buffer at any time, you can do it with this command.	8 depending	
MIDI Retrospective Record: Insert from All MIDI Inputs	Shift Num *	Inserts (at the cursor's position) what's currently recorded into the buffer from ALL MIDI inputs.	10	
MIDI Retrospective Record: Insert from Track Input as Cycle Recording		If you jam with your keyboard over a set cycle (loop, locators range) but you didn't press record, you can use this command to insert what you've played as a cycle recording.	9 depending	
MIDI Retrospective Record: Insert from Track Input as Linear Recording		If you jam with your keyboard but you didn't press record, you can use this command to insert what you've played as a linear recording. If you've been jamming to a cycle (loop, locators range) and use this command, what you played will be inserted as a linear recording and not as a cycle recording. (If you played 4 cycles of 4 bars and you give this command, a MIDI part of 16 bars will be inserted.)	9 depending	
Nudge +1 Bar		Nudges (moves) the project cursor one bar forward.	10 (I have it set at Ctrl Shift J)	
Nudge +1 Frame		Nudges (moves) the project cursor one frame forward.	9 depending	
Nudge -1 Bar		Nudges (moves) the project cursor one bar back.	10 (I have it set at Ctrl Shift I)	
Nudge -1 Frame		Nudges (moves) the project cursor one frame back.	9 depending	
Nudge Cursor Left	Ctrl Num -	Nudges (moves) the project cursor left. The amount is dictated by the "Use Quantize" drop-down menu.	10	

Nudge Cursor Right	Ctrl Num +	Nudges (moves) the project cursor right. The amount is dictated by the "Use Quantize" drop-down menu.	10	
Panel	F2	Brings up the Transport Panel.	10	Much discussion is being made about this floating panel ever since it was changed
Play from Selection End		When you have made a selection and give this command, the project will start playing from the end of that selection.	6 depending	
Play from Selection Start		When you have made a selection and give this command, the project will start playing from the start of that selection.	6 depending	
Play Selection Range	Alt Space	When you have made a selection and give this command, only this selection will be played. Works with range selection and object selection.	10	
Play until Next Marker		When you give this command, the project will be played up to the next marker.	6 depending	
Play until Selection End		When you have made a selection and give this command, the project will stop playing at the end of that selection.	6 depending	
Play until Selection Start		When you have made a selection and give this command, the project will stop playing at the start of that selection.	6 depending	
Post-roll from Selection End		When you have made a selection and give this command, playback will start from the end of that selection and stop after the time specified in the Post-roll field.	6 depending	
Post-roll from Selection Start		When you have made a selection and give this command, playback will start from the start of that selection and stop after the time specified in the Post-roll field.	6 depending	
Pre-roll to Selection End		When you have made a selection and give this command, playback will start from the end of that selection minus the time specified in the Pre-roll field, and will stop at the end of that selection.	6 depending	
Pre-roll to Selection Start		When you have made a selection and give this command, playback will start from the start of that selection minus the time specified in the Pre-roll field, and will stop at the start of that selection.	6 depending	
Project Synchronization Setup		Brings up the Project Synchronization Setup window.	6 depending	
Recall Cycle Marker 1	Shift Num 1	Sets the locators to cycle marker 1.	10	
Recall Cycle Marker 2	Shift Num 2	Sets the locators to cycle marker 2.	10	
Recall Cycle Marker 3	Shift Num 3	Sets the locators to cycle marker 3.	10	
Recall Cycle Marker 4	Shift Num 4	Sets the locators to cycle marker 4.	10	
Recall Cycle Marker 5	Shift Num 5	Sets the locators to cycle marker 5.	10	
Recall Cycle Marker 6	Shift Num 6	Sets the locators to cycle marker 6.	10	
Recall Cycle Marker 7	Shift Num 7	Sets the locators to cycle marker 7.	10	
Recall Cycle Marker 8	Shift Num 8	Sets the locators to cycle marker 8.	10	
Recall Cycle Marker 9	Shift Num 9	Sets the locators to cycle marker 9.	10	
Recall Cycle Marker X		Brings up a little window where we type the number of the cycle marker to set the locators to. EXCELLENT!	10	
Record	Num *	Self Explanatory. Where the recording starts is governed by the "Common Record Modes" setup.	10	

Record: Punch In & Out/Re-Record		Switches between "Common Record Modes: Punch In/Out" and "Common Record Modes: Re-record"	6 depending	The way this is command is phrased, someone might get the impression that this is a super-macro that activates punch
Record: Start at Cursor/Left Locator		Switches between "Common Record Modes: Start Recording at Project Cursor Position" and "Common Record Modes: Start Recording at Left Locator/Punch In Position"	6 depending	That's a bit more clear than the above.
Restart from Last Stop Position		Sounds self explanatory. In practice, I must set the project cursor somewhere, start playback with space, press space again to stop, and then give the command. Then, playback will start at where I set the cursor at the very beginning.	6 depending	
Return to Start Position		Sounds self explanatory. In practice, I must set the project cursor somewhere, start playback with space, press space again to stop, and then give the command. Then, the cursor will return to where I had set it at the very beginning.	6 depending	
Rewind	Num -	Self explanatory.	10	
Set Left Locator to Project Cursor Position	Ctrl Num 1	Sets the coordinates of the Left Locator to be those of the current position of the project cursor.	10	
Set Marker 1	Ctrl 1	Inserts marker number 1.	10	
Set Marker 2	Ctrl 2	Inserts marker number 2.	10	
Set Marker 3	Ctrl Num 3, Ctrl 3	Inserts marker number 3.	10	
Set Marker 4	Ctrl Num 4, Ctrl 4	Inserts marker number 4.	10	
Set Marker 5	Ctrl Num 5, Ctrl 5	Inserts marker number 5.	10	
Set Marker 6	Ctrl Num 6, Ctrl 6	Inserts marker number 6.	10	
Set Marker 7	Ctrl Num 7, Ctrl 7	Inserts marker number 7.	10	
Set Marker 8	Ctrl Num 8, Ctrl 8	Inserts marker number 8.	10	
Set Marker 9	Ctrl Num 9, Ctrl 9	Inserts marker number 9.	10	
Set Punch In to Project Cursor Position		Sets the coordinates of Punch In's position to be those of the current position of the project cursor.	6 depending	
Set Punch Out to Project Cursor Position		Sets the coordinates of Punch Out's position to be those of the current position of the project cursor.	6 depending	
Set Punch Points to Selection Range		Sets the Punch In and Punch Out position to the selection. Works with ranges or object selections.	7 depending	
Set Right Locator to Project Cursor Position	Ctrl Num 2	Sets the coordinates of the Right Locator to be those of the current position of the project cursor.	10	
Shuttle Play 1/2x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 1/4x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 1/8x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 1x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 2x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 4x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play 8x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 1/2x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 1/4x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 1/8x		Self explanatory	0	?Not quite working with my keyboard?

Shuttle Play Reverse 1x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 2x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 4x		Self explanatory	0	?Not quite working with my keyboard?
Shuttle Play Reverse 8x		Self explanatory	0	?Not quite working with my keyboard?
Start	Enter	Self explanatory	10	
StartStop	Space	Self explanatory	10	
StartStopPreview		In Sample Editor, this command starts/stops the Audition.	6 depending	
Stop	Num 0	Self explanatory	10	
To Cycle Marker 1		Sets the project cursor to the start of cycle marker 1.	10	
To Cycle Marker 2		Sets the project cursor to the start of cycle marker 2.	10	
To Cycle Marker 3		Sets the project cursor to the start of cycle marker 3.	10	
To Cycle Marker 4		Sets the project cursor to the start of cycle marker 4.	10	
To Cycle Marker 5		Sets the project cursor to the start of cycle marker 5.	10	
To Cycle Marker 6		Sets the project cursor to the start of cycle marker 6.	10	
To Cycle Marker 7		Sets the project cursor to the start of cycle marker 7.	10	
To Cycle Marker 8		Sets the project cursor to the start of cycle marker 8.	10	
To Cycle Marker 9		Sets the project cursor to the start of cycle marker 9.	10	
To Cycle Marker X		Brings up a little window where we type the number of the cycle marker on the left side of which the project cursor will be set. EXCELLENT!	10	
Toggle: Cycle follow when locating to Markers		This is a preference: Determines what happens when locating to a marker (NOT a cycle marker). When activated, locating to a marker (again NOT a cycle marker) will set the locators to a zero range at the marker's position. For example, we have a cycle starting at 1 and ending at 5. We have a marker at 9. If we activate the preference and then double click on the marker, the cycle will collapse: Left Locator will be set at 9, and Right Locator will be set at 9. Cycle always follows when locating to Cycle Markers.	3 depending	
Unlock Record		Unlocks record if locked. (See Lock Record)	9 depending	
Use Post-roll		Activates/Deactivates Post-roll.	8	
Use Pre-/Post-Roll		Activates/Deactivates both Pre-roll AND Post-roll.	9	
Use Pre-roll		Activates/Deactivates Pre-roll.	8	
Use Precount		Activates/Deactivates Precount. (on the tool bar it's "Count-in", same in the right click toolbar setup.)	8	
Use Tempo Track		Switches between using the Tempo Track and Fixed Tempo. (Or activates/deactivates the Tempo Track. You decide.)	8	
Use Video Follow Edit Mode		Activates/Deactivates. Per manual: If this option is activated, the project cursor automatically follows when you make selections or when you perform editing operations.	8	
Video				
Mute all video tracks		Mutes/Unmutes the Video Track.	8	
VRPlayerRemote				
GoPro VR Player Remote		Brings up the GoPro VR Player Remote.	8	
Window Zones				

Show/Hide Left Zone	Ctrl Alt L, Alt I	Self explanatory.	10	
Show/Hide Right Zone	Ctrl Alt R	Self explanatory.	10	
Show/Hide Upper Zone	Ctrl Alt U	Self explanatory.	10	
Show/Hide Lower Zone	Ctrl Alt E, Ctrl Alt B	Self explanatory.	10	
Show/Hide Trasport Zone	Ctrl Alt T	Self explanatory.	10	
Show Previous Tab	Ctrl Alt Left	Self explanatory.	10	
Show Next Tab	Ctrl Alt Right	Self explanatory.	10	
Show Previous Page	Ctrl Alt Up, Page Up	Self explanatory.	10	
Show Next Page	Ctrl Alt Down, Page Down	Self explanatory.	10	
Show/Hide Info Line	Ctrl I	Self explanatory.	10	
Show/Hide Overview	Alt O	Self explanatory.	10	
Show/Hide Status Line		Self explanatory.	10	
Show/Hide Regions		Self explanatory.	10	
Windows				
Close All		Self explanatory	5 depending	
Close All Plug-in Windows		Self explanatory	5 depending	
Maximize		Self explanatory	5 depending	
Minimize		Self explanatory	5 depending	
Minimize All		Self explanatory	5 depending	
Restore All		Self explanatory	5 depending	
Select Next Plug-in Window		Self explanatory	8 depending	
Show/Hide Desktop		Self explanatory. This is about Cubase's background. It will switch to allow you to see your desktop and switch so that you don't see your desktop.	5 depending	
Show/Hide Plug-ins		Self explanatory	9 depending	
Workspaces				
New	Ctrl Num 0	Self explanatory.	10	
No Workspace	Alt Num 0	Unloads workspaces.	10	
Organize		Brings up the Workspaces Organizer Panel. You can work with it open.	7	
Update Workspace	Alt U	If you make changes to a workspace and then give this command, the workspace will be updated, and the changes you made saved into it.	10	
Workspace 1	Alt Num 1	Directly launches Workspace 1	10	
Workspace 2	Alt Num 2	Directly launches Workspace 2	10	
Workspace 3	Alt Num 3	Directly launches Workspace 3	10	
Workspace 4	Alt Num 4	Directly launches Workspace 4	10	
Workspace 5	Alt Num 5	Directly launches Workspace 5	10	
Workspace 6	Alt Num 6	Directly launches Workspace 6	10	
Workspace 7	Alt Num 7	Directly launches Workspace 7	10	
Workspace 8	Alt Num 8	Directly launches Workspace 8	10	
Workspace 9	Alt Num 9	Directly launches Workspace 9	10	
Workspace X	Ctrl Alt Num 0	Brings up a little window in which we type the number of the workspace to load. EXCELLENT!	10	
Zoom				

Redo Zoom		Redoes a Zoom Undo	10 (I have it assigned to Alt Z)	
Undo Zoom		Undoes Zoom	10 (I have it assigned to Ctrl Alt Z)	
Zoom 4 Tracks		Zooms so that 4 tracks fit the screen vertically.	6 depending	? In my case, 3 tracks fit on the screen. ?
Zoom 8 Tracks		Zooms so that 8 tracks fit the screen vertically.	6 depending	? In my case, 7 tracks fit on the screen. ?
Zoom Cycle Marker 1		Zooms to Cycle Marker 1 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 2		Zooms to Cycle Marker 2 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 3		Zooms to Cycle Marker 3 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 4		Zooms to Cycle Marker 4 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 5		Zooms to Cycle Marker 5 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 6		Zooms to Cycle Marker 6 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 7		Zooms to Cycle Marker 7 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 8		Zooms to Cycle Marker 8 so that it fits the screen horizontally.	8 depending	
Zoom Cycle Marker 9		Zooms to Cycle Marker 9 so that it fits the screen horizontally.	8 depending	
Zoom Full	Shift F	Zooms horizontally so that the whole project (start of first event to the end of the last event) fits on the screen horizontally.	10	
Zoom In	H	Zooms in horizontally. The target, the focal point, the place where the zooming occurs is the Project Cursor.	10	
Zoom in On Waveform Vertically	Alt H	Makes waveforms in events bigger.	10	
Zoom In Tracks	Ctrl Down	This command acts upon the vertical size of the selected track(s), enlarging them by one row each time.	10	
Zoom In Vertically	Shift H	This command actus upon the vertical size of all tracks, enlarging them by one row each time.	10	
Zoom MEM		This command MEMorizes the current zoom situation. Position, vertical zoom, horizontal zoom. You can later recall the memory using Zoom ZAP. A very very useful 1-2 combination.	10 (I have it assigned to Ctrl F1)	
Zoom N Tracks		Brings up a little window where we select the number of tracks. That is the number of the tracks we need to fit on screen.	7	? In my case, when I type N tracks, I get N-1 traks fitting on the screen. I don't know
Zoom Out	G	Zooms out horizontally. The target, the focal point, the place where the zooming occurs is the Project Cursor.	10	
Zoom Out of Waveform Vertically	Alt G	Makes waveforms in events smaller.	10	
Zoom Out Tracks	Ctrl Up	This command acts upon the vertical size of the selected track(s), shrinking them by one row each time.	10	
Zoom Out Vertically	Shift G	This command actus upon the vertical size of all tracks, shrinking them by one row each time.	10	
Zoom Preset 1		Instantly recalls Zoom Preset 1.	8 depending	
Zoom Preset 2		Instantly recalls Zoom Preset 2.	8 depending	
Zoom Preset 3		Instantly recalls Zoom Preset 3.	8 depending	
Zoom Preset 4		Instantly recalls Zoom Preset 4.	8 depending	
Zoom Preset 5		Instantly recalls Zoom Preset 5.	8 depending	
Zoom to Event	Shift E	Zooms the respective editor to fit the selected event.	10	

Zoom to Locators		Zooms to the locators' position.	9	
Zoom to Selection		Zooms horizontally AND vertically, so that the current selection fits the screen.	10 depending	Even though the name is "Zoom to Selection" and the manual says that Shift
Zoom to Selection Horizontally	Alt S	This command will only zoom horizontally, so that the current selection fits the screen.	10	This is the command that is assigned the default Alt S, called Zoom to Selection. This command is better than the above, in
Zoom Tracks 1 Row		Directly sets the track height to 1 row.	8 depending	
Zoom Tracks 2 Rows		Directly sets the track height to 2 rows.	8 depending	
Zoom Tracks 3 Rows		Directly sets the track height to 3 rows.	8 depending	
Zoom Tracks 4 Rows		Directly sets the track height to 4 rows.	8 depending	
Zoom Tracks Exclusive	Z	Greatly increases the track height of the selected track(s). All other tracks are shrunk to 1 row. (unless something's off with my preferences)	10	
Zoom Tracks Full		Shrinks the track height of all tracks, sot that they can all fit in one screen vertically.	8 depending	? I'm getting -1 track for all of them to fit. That is, if I have 16 tracks, only 15 will fit.
Zoom Tracks Minimal		Shrinks the track height of all tracks to minimal.	8 depending	
Zoom Tracks N Rows		Brings up a "Type in number of rows" window, where we type the number of rows we wish all tracks to be in size. 0 will set them to minimal, 2 to the default etc.	9 depending	
Zoom ZAP		Recalls the Zoom snapshot saved when you used "Zoom MEM".	10 (I have it assigned to Shift F1)	