

## **About the Key Commands**

Key Commands are assigned to different keys on your computer keyboard in a special window, which is opened by choosing the menu item 'Options > Settings > Open Key Commands...'

The commands are arranged in several groups, as follows:

### **- Global Commands**

Keys which have Global commands assigned to them will function no matter what window you are working in.

### **- Various Windows**

The commands in this group will function when you are working in several different windows.

### **- Arrange and Various Sequence Editors**

These commands will function when you are working in the Arrange window and the various editors only.

- Arrange Window
- Environment Window
- Score Window
- Event Window
- Hyper Edit
- Audio Window
- Sample Edit Window

Commands in these groups will only function in the corresponding windows (eg. Event Window commands only work in the Event Window). In this way, you can assign different commands in various windows to the same keystroke or key combination.

**Import... (Key Command)**

Use the Import... dialog to import song files in different formats, e.g. MIDI files.

Key Command:

**Import...**

(Global Commands)

**\*Capture Last Take as Recording (Key Command)**

Use this command to play to a running playback and capture this last take as recording.

Key Command:

**\*Capture Last Take as Recording**

(Global Commands)

This function is only available as a Key Command.

**\*Capture Last Take as Recording & Play (Key Command)**

Use this command to play to a running playback and capture this last take as recording. Afterwards, the passage will be played again.

Key Command:

**\*Capture Last Take as Recording & Play**

(Global Commands)

This function is only available as a Key Command.

**Play (Key Command)**

Starts playback mode at the current position of the song position line.

Key Command:

**Play**

(Global Commands)

**Pause (Key Command)**

Pauses the sequencer. This command corresponds to the pause button in the Transport window.

Key Command:

**Pause**

(Global Commands)

**Stop (Key Command)**

Stops the sequencer.

Key Command:

**Stop**

(Global Commands)

### **Play or Stop (Key Command)**

This function allows to use the same command for start and stop:

Stops the sequencer in playback mode.

Starts playback when the sequencer is stopped.

Key Command:

**Play or Stop**

(Global Commands)

**Rewind (Key Command)**

Rewinds the song position line by one bar.

Key Command:

**Rewind**

(Global Commands)

**Forward (Key Command)**

Forwards the song position line by one bar.

Key Command:

**Forward**

(Global Commands)

**Fast Rewind (Key Command)**

Rewinds the song position line by eight bars.

Key Command:

**Fast Rewind**

(Global Commands)

**Fast Forward (Key Command)**

Forwards the song position line by eight bars.

Key Command:

**Fast Forward**

(Global Commands)

**Rewind 1 frame (Key Command)**

Moves the Song Position Line back by one frame.

Key Command:

**Rewind 1 frame**

(Global Commands)

**Forward 1 frame (Key Command)**

Moves the Song Position Line forward a frame.

Key Command:

**Forward 1 frame**  
(Global Commands)

**Rewind by format value (Key Command)**

Moves the Song Position Line back by one division.

Key Command:

**Rewind by format value**

(Global Commands)

**Forward by format value (Key Command)**

Moves the Song Position Line forward by one division.

Key Command:

**Forward by format value**

(Global Commands)

**Scrub Rewind (Key Command)**

Rewinds the song position line by one beat playing back MIDI data and - if the audio hardware supports this function - audio data as well.

Key Command:

**Scrub Rewind**  
(Global Commands)

### **Scrub Forward (Key Command)**

Forwards the song position line by one beat playing back MIDI data and - if the audio hardware supports this function - audio data as well.

Key Command:

**Scrub Forward**

(Global Commands)

**Scrub by MIDI Value (-2) (Key Command)**

Allows to control the scrubbing, i.e. rewinding/forwarding while playback is running, via MIDI. If this function is assigned to the pitch wheel it is possible to use it to scrub backwards and forwards.

Key Command:

**Scrub by MIDI Value (-2)**  
(Global Commands)

**\*Play from Beginning (Key Command)**

Starts playback from the beginning of the song.

Key Command:

**\*Play from Beginning**

(Global Commands)

This function is only available as a Key Command.

**\*Play from previous Bar (Key Command)**

Sets the song position line to the beginning of the bar and starts playback.

Key Command:

**\*Play from previous Bar**

(Global Commands)

This function is only available as a Key Command.

**\*Play from Left Locator (Key Command)**

Starts playback from left locator position.

Key Command:

**\*Play from Left Locator**

(Global Commands)

This function is only available as a Key Command.

**\*Play from Right Locator (Key Command)**

Starts playback from right locator position.

Key Command:

**\*Play from Right Locator**

(Global Commands)

This function is only available as a Key Command.

**\*Play from left window corner (Key Command)**

Starts playback from current position at the left corner of the window.

Key Command:

**\*Play from left window corner**

(Global Commands)

This function is only available as a Key Command.

**Goto Left Locator (Key Command)**

Moves the song position line to the left locator.

Key Command:

**Goto Left Locator**

(Global Commands)

**Goto Right Locator (Key Command)**

Moves the song position line to the right locator.

Key Command:

**Goto Right Locator**

(Global Commands)

**Goto Last Play Position (Key Command)**

Moves the song position line to the position where the last playback was started.

Key Command:

**Goto Last Play Position**

(Global Commands)

**Stop Goto Last Play Position (Key Command)**

Stops the sequencer and moves the song position line to the position where the last playback was started.

Key Command:

**Stop Goto Last Play Position**  
(Global Commands)

**Stop Goto Left Locator (Key Command)**

Stops the sequencer and moves the Song Position Line to the left locator.

Key Command:

**Stop Goto Left Locator**

(Global Commands)

**\*goto Position... (Key Command)**

Use this dialog to enter a numeric value to define the position of the song position line.

Key Command:

**\*goto Position...**

(Global Commands)

This function is only available as a Key Command.

**Set Left Locator... (Key Command)**

Use this dialog to enter a numeric value to define the position of the left locator.

Key Command:

**Set Left Locator...**

(Global Commands)

**Set Right Locator... (Key Command)**

Use this dialog to enter a numeric value to define the position of the right locator.

Key Command:

**Set Right Locator...**

(Global Commands)

**Set Left Locator by Song Position (Key Command)**

Moves the left locator to the current position of the song position line.

Key Command:

**Set Left Locator by Song Position**

(Global Commands)

**Set Left Locator by rounded Song Position (Key Command)**

Moves the left locator to the rounded current position of the song position line.

Key Command:

**Set Left Locator by rounded Song Position**

(Global Commands)

**Set Left Autodrop Point by Song Position (Key Command)**

Moves the left autodrop point to the current position of the song position line.

Key Command:

**Set Left Autodrop Point by Song Position**

(Global Commands)

**Set Left Autodrop Point by rounded Song Position (Key Command)**

Moves the left autodrop point to the rounded current position of the song position line.

Key Command:

**Set Left Autodrop Point by rounded Song Position**

(Global Commands)

**Set Right Locator by Song Position (Key Command)**

Moves the right locator to the current position of the song position line.

Key Command:

**Set Right Locator by Song Position**

(Global Commands)

**Set Right Locator by rounded Song Position (Key Command)**

Moves the right locator to the rounded current position of the song position line.

Key Command:

**Set Right Locator by rounded Song Position**

(Global Commands)

**Set Right Autodrop Point by Song Position (Key Command)**

Moves the right autodrop point to the current position of the song position line.

Key Command:

**Set Right Autodrop Point by Song Position**

(Global Commands)

**Set Right Autodrop Point by rounded Song Position (Key Command)**

Moves the left autodrop point to the rounded current position of the song position line.

Key Command:

**Set Right Autodrop Point by rounded Song Position**

(Global Commands)

**Set rounded Locators by Objects (Key Command)**

Sets the locators at start and end of currently selected objects with their positions rounded to the next bar.

Key Command:

**Set rounded Locators by Objects**

(Global Commands)

**Swap Left and Right Locator (Key Command)**

Swaps the positions of the left and right locators.

Key Command:

**Swap Left and Right Locator**

(Global Commands)

**Move Locators forward by Cycle Length (Key Command)**

Moves the positions of both the left and the right locator forward by cycle length.

Key Command:

**Move Locators forward by Cycle Length**

(Global Commands)

**Move Locators backwards by Cycle Length (Key Command)**

Moves the positions of both the left and the right locator backwards by cycle length.

Key Command:

**Move Locators backwards by Cycle Length**

(Global Commands)

**\*Set Locators & Play (Key Command)**

Sets the locators according to the current selection, moves the song position line to the left locator, and starts playback.

Key Command:

**\*Set Locators & Play**

(Global Commands)

This function is only available as a Key Command.

**\*Set rounded Locators & Play (Key Command)**

Sets the locators rounded to the next bar according to current selection, moves the song position line to the left locator, and starts playback.

Key Command:

**\*Set rounded Locators & Play**

(Global Commands)

This function is only available as a Key Command.

**\*Set rounded Locators & Cycle Play (Key Command)**

Sets the locators rounded to the next bar according to current selection. Then switches to cycle mode, moves the song position line to the left locator, and starts playback.

Key Command:

**\*Set rounded Locators & Cycle Play**

(Global Commands)

This function is only available as a Key Command.

**\*Set rounded Locators & Record (Key Command)**

Sets the locators rounded to the next bar according to current selection, moves the song position line to the left locator, and starts recording.

Key Command:

**\*Set rounded Locators & Record**

(Global Commands)

This function is only available as a Key Command.

**\*Set rounded Locators & Cycle Record (Key Command)**

Sets the locators rounded to the next bar according to current selection. Then switches to cycle mode, moves the song position line to the left locator, and starts recording.

Key Command:

**\*Set rounded Locators & Cycle Record**

(Global Commands)

This function is only available as a Key Command.

**\*Play from Selection (Key Command)**

Starts playback from the position of the first selected object.

Key Command:

**\*Play from Selection**

(Global Commands)

This function is only available as a Key Command.

**\*Goto Selection (Key Command)**

Sets the song position line to the beginning of the current selection.

Key Command:

**\*Goto Selection**

(Global Commands)

This function is only available as a Key Command.

**Set Locators by Marker & Enable Cycle (Key Command)**

Sets the locators to the currently active marker and enables the cycle mode.

Key Command:

**Set Locators by Marker & Enable Cycle**

(Global Commands)

**Set Locators by previous Marker & Enable Cycle (Key Command)**

Sets the locators to the previous marker and enables the cycle mode.

Key Command:

**Set Locators by previous Marker & Enable Cycle**

(Global Commands)

**Set Locators by next Marker & Enable Cycle (Key Command)**

Sets the locators to the next marker and enables the cycle mode.

Key Command:

**Set Locators by next Marker & Enable Cycle**

(Global Commands)

**Goto Marker Number 1 (Key Command)**

Sets the song position line to marker 1.

Key Command:

**Goto Marker Number 1**

(Global Commands)

**Goto Marker Number 2 (Key Command)**

Sets the song position line to marker 2.

Key Command:

**Goto Marker Number 2**

(Global Commands)

**Goto Marker Number 3 (Key Command)**

Sets the song position line to marker 3.

Key Command:

**Goto Marker Number 3**

(Global Commands)

**Goto Marker Number 4 (Key Command)**

Sets the song position line to marker 4.

Key Command:

**Goto Marker Number 4**

(Global Commands)

**Goto Marker Number 5 (Key Command)**

Sets the song position line to marker 5.

Key Command:

**Goto Marker Number 5**

(Global Commands)

**Goto Marker Number 6 (Key Command)**

Sets the song position line to marker 6.

Key Command:

**Goto Marker Number 6**

(Global Commands)

**Goto Marker Number 7 (Key Command)**

Sets the song position line to marker 7.

Key Command:

**Goto Marker Number 7**

(Global Commands)

**Goto Marker Number 8 (Key Command)**

Sets the song position line to marker 8.

Key Command:

**Goto Marker Number 8**

(Global Commands)

**Goto Marker Number 9 (Key Command)**

Sets the song position line to marker 9.

Key Command:

**Goto Marker Number 9**

(Global Commands)

**Goto Marker Number 10 (Key Command)**

Sets the song position line to marker 10.

Key Command:

**Goto Marker Number 10**

(Global Commands)

**Goto Marker Number 11 (Key Command)**

Sets the song position line to marker 11.

Key Command:

**Goto Marker Number 11**

(Global Commands)

**Goto Marker Number 12 (Key Command)**

Sets the song position line to marker 12.

Key Command:

**Goto Marker Number 12**  
(Global Commands)

**Goto Marker Number 13 (Key Command)**

Sets the song position line to marker 13.

Key Command:

**Goto Marker Number 13**

(Global Commands)

**Goto Marker Number 14 (Key Command)**

Sets the song position line to marker 14.

Key Command:

**Goto Marker Number 14**

(Global Commands)

**Goto Marker Number 15 (Key Command)**

Sets the song position line to marker 15.

Key Command:

**Goto Marker Number 15**

(Global Commands)

**Goto Marker Number 16 (Key Command)**

Sets the song position line to marker 16.

Key Command:

**Goto Marker Number 16**

(Global Commands)

**Goto Marker Number 17 (Key Command)**

Sets the song position line to marker 17.

Key Command:

**Goto Marker Number 17**

(Global Commands)

**Goto Marker Number 18 (Key Command)**

Sets the song position line to marker 18.

Key Command:

**Goto Marker Number 18**

(Global Commands)

**Goto Marker Number 19 (Key Command)**

Sets the song position line to marker 19.

Key Command:

**Goto Marker Number 19**

(Global Commands)

**Goto Marker Number 20 (Key Command)**

Sets the song position line to marker 20.

Key Command:

**Goto Marker Number 20**

(Global Commands)

**Cycle (Key Command)**

Switches cycle mode on or off. This command corresponds to the button in Transport window.

Key Command:

**Cycle**

(Global Commands)

**Drop (Key Command)**

Switches auto drop mode on or off. This command corresponds to the button in Transport window.

Key Command:

**Drop**

(Global Commands)

**Replace (Key Command)**

Switches replace mode on or off. This command corresponds to the button in Transport window.

Key Command:

**Replace**

(Global Commands)

**Solo (Key Command)**

Switches solo mode on of off. This command corresponds to the button in Transport window.

Key Command:

**Solo**

(Global Commands)

**\*Set Solo Lock Mode (Key Command)**

Locks the current selection to solo mode, i.e. the selection does not influence playback any more. This command corresponds to double-clicking the solo button in Transport window. Use the same command to cancel the function.

Key Command:

**\*Set Solo Lock Mode**

(Global Commands)

This function is only available as a Key Command.

**\*Reselect Solo-locked Objects (Key Command)**

Reselects all objects that were selected at the time the solo locked mode was activated.

Key Command:

**\*Reselect Solo-locked Objects**

(Global Commands)

This function is only available as a Key Command.

**Sync intern/extern (Key Command)**

Switches between internal and external synchronization. This command corresponds to the button in Transport window.

Key Command:

**Sync intern/extern**  
(Global Commands)

**\*Tap Tempo (Key Command)**

Use this command to enter the tempo by 'tapping' it into the sequencer if defined in tempo interpreter window.

Key Command:

**\*Tap Tempo**

(Global Commands)

This function is only available as a Key Command.

**Set Tempo Alternative... (Key Command)**

Use this dialog to enter the number of the desired tempo list. Choose from 9 different tempo modes.

Key Command:

**Set Tempo Alternative...**

(Global Commands)

**Toggle MIDI Remote (always MIDI remotable) (Key Command)**

Enables or disables remote control via MIDI.

Key Command:

**Toggle MIDI Remote (always MIDI remotable)**

(Global Commands)

**Disable MIDI Remote (Key Command)**

Disables remote control via MIDI.

Key Command:

**Disable MIDI Remote**

(Global Commands)

**\*Set next higher Format (Key Command)**

Sets the display format for the sequencer to the next higher value.

Key Command:

**\*Set next higher Format**

(Global Commands)

This function is only available as a Key Command.

**\*Set next lower Format (Key Command)**

Sets the display format for the sequencer to the next lower value.

Key Command:

**\*Set next lower Format**

(Global Commands)

This function is only available as a Key Command.

**MIDI/Monitor Metronome Click (Key Command)**

Switches metronome on or off. This command corresponds to the button in Transport window.

Key Command:

**MIDI/Monitor Metronome Click**

(Global Commands)

**Send discrete Note Offs (Panic) (Key Command)**

Sends note off commands to all connected devices. This should help in case a note got stuck.

Key Command:

**Send discrete Note Offs (Panic)**

(Global Commands)

**Send All Current Fader Values (Key Command)**

Sends all current Environment fader values.

Key Command:

**Send All Current Fader Values**

(Global Commands)

**\*Revert to Current Screenset (Key Command)**

Recalls the current screenset.

Key Command:

**\*Revert to Current Screenset**

(Global Commands)

This function is only available as a Key Command.

**\*Next Screenset (Key Command)**

Calls up the following screenset.

Key Command:

**\*Next Screenset**

(Global Commands)

This function is only available as a Key Command.

**\*Previous Screenset (Key Command)**

Calls up the previous screenset.

Key Command:

**\*Previous Screenset**

(Global Commands)

This function is only available as a Key Command.

**Preferences... (Key Command)**

Opens the preferences panel.

Key Command:

**Preferences...**  
(Global Commands)

**Start external Sample Editor (Key Command)**

Opens the selected audio file in an external application.

Key Command:

**Start external Sample Editor**

(Global Commands)

**Open Movie Again (Key Command)**

Recalls a movie file.

Key Command:

**Open Movie Again**  
(Global Commands)

**Save used Sound Programs using SoundSurfer/Diver (Key Command)**

Opens Sound Surfer/Diver to create a library with all sound programs used for the current song.

Key Command:

**Save used Sound Programs using SoundSurfer/Diver**

(Global Commands)

**\*Toggle (Mute) Audio Inputs (Key Command)**

Use this command to monitor audio inputs or to mute them, respectively.  
This function is only supported by specific hardware.

Key Command:

**\*Toggle (Mute) Audio Inputs**

(Global Commands)

This function is only available as a Key Command.

**\*Toggle (Mute) Audio Tracks (Key Command)**

Use this command to monitor audio tracks or to mute them, respectively.

Key Command:

**\*Toggle (Mute) Audio Tracks**

(Global Commands)

This function is only available as a Key Command.

**\*Toggle (Mute) Audio Outputs (Key Command)**

Use this command to monitor audio outputs or to mute them, respectively.

Key Command:

**\*Toggle (Mute) Audio Outputs**

(Global Commands)

This function is only available as a Key Command.

**\*Refresh Audio Configuration (Key Command)**

Recalls the selected audio configuration removing all plug-ins from memory and calling them up again.

Key Command:

**\*Refresh Audio Configuration**

(Global Commands)

This function is only available as a Key Command.

**Close Song without Save (Key Command)**

Closes the active song file without any warning as to loss of data. All editing will be lost if the song has not been stored before. This function is mainly implemented for presentations in order to close a song without additional warning.

Key Command:

**Close Song without Save**  
(Global Commands)

**Redraw current window (Key Command)**

Redraws the current window.

Key Command:

**Redraw current window**

(Global Commands)

**\*Show Tools (Key Command)**

Opens the tool box at the current mouse position.

Key Command:

**\*Show Tools**

(Various Windows)

This function is only available as a Key Command.

**\*Set Next Tool (Key Command)**

Selects the next tool from tool box.

Key Command:

**\*Set Next Tool**

(Various Windows)

This function is only available as a Key Command.

**\*Set Previous Tool (Key Command)**

Selects the previous tool from tool box.

Key Command:

**\*Set Previous Tool**

(Various Windows)

This function is only available as a Key Command.

**Zoom Horizontal Out (Key Command)**

Reduces the size of the displayed objects horizontally in windows with telescope function.

Key Command:

**Zoom Horizontal Out**

(Various Windows)

**Zoom Horizontal In (Key Command)**

Enlarges the size of the displayed objects horizontally in windows with telescope function.

Key Command:

**Zoom Horizontal In**

(Various Windows)

**Zoom Vertical Out (Key Command)**

Reduces the size of the displayed objects vertically in windows with telescope function.

Key Command:

**Zoom Vertical Out**

(Various Windows)

**Zoom Vertical In (Key Command)**

Enlarges the size of the displayed objects vertically in windows with telescope function.

Key Command:

**Zoom Vertical In**

(Various Windows)

**\*Recall Zoom 1 (Key Command)**

Recalls the first stored display size (zoom 1) for the active window.

Key Command:

**\*Recall Zoom 1**

(Various Windows)

This function is only available as a Key Command.

**\*Recall Zoom 2 (Key Command)**

Recalls the second stored display size (zoom 2) for the active window.

Key Command:

**\*Recall Zoom 2**

(Various Windows)

This function is only available as a Key Command.

**\*Recall Zoom 3 (Key Command)**

Recalls the third stored display size (zoom 3) for the active window.

Key Command:

**\*Recall Zoom 3**

(Various Windows)

This function is only available as a Key Command.

**\*Save as Zoom 1 (Key Command)**

Saves the display size of the active window as zoom 1; it is possible to store up to three different zoom settings for each window type.

Key Command:

**\*Save as Zoom 1**

(Various Windows)

This function is only available as a Key Command.

**\*Save as Zoom 2 (Key Command)**

Saves the display size of the active window as zoom 2; it is possible to store up to three different zoom settings for each window type.

Key Command:

**\*Save as Zoom 2**

(Various Windows)

This function is only available as a Key Command.

**\*Save as Zoom 3 (Key Command)**

Saves the display size of the active window as zoom 3; it is possible to store up to three different zoom settings for each window type.

Key Command:

**\*Save as Zoom 3**

(Various Windows)

This function is only available as a Key Command.

**Page Up (Key Command)**

Moves the content of the window one page up.

Key Command:

**Page Up**

(Various Windows)

**Page Down (Key Command)**

Moves the content of the window one page down.

Key Command:

**Page Down**

(Various Windows)

**Page Left (Key Command)**

Moves the content of the window one page to the left.

Key Command:

**Page Left**  
(Various Windows)

**Page Right (Key Command)**

Moves the content of the window one page to the right.

Key Command:

**Page Right**

(Various Windows)

**Page Top (Key Command)**

Moves the content of the window to the top of the page.

Key Command:

**Page Top**  
(Various Windows)

**Page Bottom (Key Command)**

Moves the content of the window to the bottom of the page.

Key Command:

**Page Bottom**

(Various Windows)

**Page Left-most (Key Command)**

Moves the content of the window to its left border.

Key Command:

**Page Left-most**  
(Various Windows)

**Page Right-most (Key Command)**

Moves the content of the window to its right border.

Key Command:

**Page Right-most**  
(Various Windows)

**Catch Clock Position (Key Command)**

Moves the content of the window to follow the visible song position line.

Key Command:

**Catch Clock Position**

(Various Windows)

**Link Window (Same Level) (Key Command)**

Links the content of the active window to the upper window and displays the same content.

Key Command:

**Link Window (Same Level)**

(Various Windows)

**MIDI Out Toggle (Key Command)**

Enables or disables the output of selected MIDI events in different editors.

Key Command:

**MIDI Out Toggle**  
(Various Windows)

**MIDI In Toggle (Key Command)**

Enables or disables the input of selected MIDI events in different editors.

Key Command:

**MIDI In Toggle**

(Various Windows)

**Mute Folders/Sequences (Key Command)**

Enables or disables muting of selected folders or sequences.

Key Command:

**Mute Folders/Sequences**

(Various Windows)

**\*Go Into Folder or Sequence (Key Command)**

The active window displays the content of selected folders or sequences.

Key Command:

**\*Go Into Folder or Sequence**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Go Out of Folder or Sequence (Key Command)**

The active window leaves the current folder, or sequence and displays the next higher level.

Key Command:

**\*Go Out of Folder or Sequence**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**Deselect All (Key Command)**

Deselects all objects in the active window.

Key Command:

**Deselect All**

(Arrange and Various Sequence Editors)

**\*Select First (Key Command)**

Selects the first object in the active window.

Key Command:

**\*Select First**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Select Last (Key Command)**

Selects the last object in the active window.

Key Command:

**\*Select Last**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Select Previous Event (Key Command)**

Selects the previous object in the active window.

Key Command:

**\*Select Previous Event**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Select Next Event (Key Command)**

Selects the next object in the active window.

Key Command:

**\*Select Next Event**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Toggle Previous Event (Key Command)**

Selects the previous object in the active window as well.

Key Command:

**\*Toggle Previous Event**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Toggle Next Event (Key Command)**

Selects the next object in the active window as well.

Key Command:

**\*Toggle Next Event**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Quantize: next value (Key Command)**

Quantizes selected objects in the active window to the next value of the quantization grid.

Key Command:

**\*Quantize: next value**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Quantize: previous Value (Key Command)**

Quantizes selected objects in the active window to the previous value of the quantization grid.

Key Command:

**\*Quantize: previous Value**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Delete Similar Objects (Key Command)**

Deletes all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**\*Delete Similar Objects**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Delete but Keep Similar Objects (Key Command)**

Deletes all objects in the active window not similar to the currently selected data. Use this function to select for instance all events besides the 'A' notes without referring to a certain octave.

Key Command:

**\*Delete but Keep Similar Objects**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Delete and Select Next Object (Key Command)**

Deletes the current selection and selects the following object.

Key Command:

**\*Delete and Select Next Object**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Pickup Clock (Move Event to SPL Position) (Key Command)**

Moves the selected object to the current position of the song position line.

Key Command:

**\*Pickup Clock (Move Event to SPL Position)**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Pickup Clock & Select Next Event (Key Command)**

Moves the selected object to the current position of the song position line and selects the following object.

Key Command:

**\*Pickup Clock & Select Next Event**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame +1 (Key Command)**

Moves the selected objects by +1 SMPTE frame.

Key Command:

**\*Nudge Event Position by SMPTE frame +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame -1 (Key Command)**

Moves the selected objects by -1 SMPTE frame.

Key Command:

**\*Nudge Event Position by SMPTE frame -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE Bits +1 (Key Command)**

Moves the selected objects by +1 SMPTE bit.

Key Command:

**\*Nudge Event Position by SMPTE Bits +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE Bits -1 (Key Command)**

Moves the selected objects by -1 SMPTE bit.

Key Command:

**\*Nudge Event Position by SMPTE Bits -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame + 0.5 (Key Command)**

Moves the selected objects by +0.5 SMPTE frame.

Key Command:

**\*Nudge Event Position by SMPTE frame + 0.5**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame - 0.5 (Key Command)**

Moves the selected objects by -0.5 SMPTE frame.

Key Command:

**\*Nudge Event Position by SMPTE frame - 0.5**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame + 5 (Key Command)**

Moves the selected objects by +5 SMPTE frames.

Key Command:

**\*Nudge Event Position by SMPTE frame + 5**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by SMPTE frame - 5 (Key Command)**

Moves the selected objects by -5 SMPTE frames.

Key Command:

**\*Nudge Event Position by SMPTE frame - 5**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Tick +1 (Key Command)**

Moves the selected objects by +1 tick (1/3840).

Key Command:

**\*Nudge Event Position by Tick +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Tick -1 (Key Command)**

Moves the selected objects by -1 tick (1/3840).

Key Command:

**\*Nudge Event Position by Tick -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Format +1 (Key Command)**

Moves the selected objects by <format> +1 (format depends on Transport window settings).

Key Command:

**\*Nudge Event Position by Format +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Format -1 (Key Command)**

Moves the selected objects by <format> -1 (format depends on Transport window settings).

Key Command:

**\*Nudge Event Position by Format -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Beat +1 (Key Command)**

Moves the selected objects by +1 beat.

Key Command:

**\*Nudge Event Position by Beat +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Beat -1 (Key Command)**

Moves the selected objects by -1 beat.

Key Command:

**\*Nudge Event Position by Beat -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Bar +1 (Key Command)**

Moves the selected objects by +1 bar.

Key Command:

**\*Nudge Event Position by Bar +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Position by Bar -1 (Key Command)**

Moves the selected objects by -1 bar.

Key Command:

**\*Nudge Event Position by Bar -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by Tick +1 (Key Command)**

Changes the length of the selected objects by +1 tick (1/3840).

Key Command:

**\*Nudge Event Length by Tick +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by Tick -1 (Key Command)**

Changes the length of the selected objects by -1 tick (1/3840).

Key Command:

**\*Nudge Event Length by Tick -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by Format +1 (Key Command)**

Changes the length of the selected objects by <format> +1 (format depends on Transport window settings).

Key Command:

**\*Nudge Event Length by Format +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by Format -1 (Key Command)**

Changes the length of the selected objects by <format> -1 (format depends on Transport window settings).

Key Command:

**\*Nudge Event Length by Format -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by SMPTE frame +1 (Key Command)**

Changes the length of the selected objects by +1 SMPTE frame.

Key Command:

**\*Nudge Event Length by SMPTE frame +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Nudge Event Length by SMPTE frame -1 (Key Command)**

Changes the length of the selected objects by -1 SMPTE frame.

Key Command:

**\*Nudge Event Length by SMPTE frame -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Event Transpose +1 (Key Command)**

Transposes the current selection by +1 semitone.

Key Command:

**\*Event Transpose +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Event Transpose -1 (Key Command)**

Transposes the current selection by +1 semitone.

Key Command:

**\*Event Transpose -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Event Channel +1 (Key Command)**

Increases the MIDI channel number of the current selection by 1.

Key Command:

**\*Event Channel +1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Event Channel -1 (Key Command)**

Increases the MIDI channel number of the current selection by 1.

Key Command:

**\*Event Channel -1**

(Arrange and Various Sequence Editors)

This function is only available as a Key Command.

**\*Select previous Track (Key Command)**

Selects the track above the active track.

Key Command:

**\*Select previous Track**

(Arrange Window)

This function is only available as a Key Command.

**\*Select next Track (Key Command)**

Selects the track below the active track.

Key Command:

**\*Select next Track**

(Arrange Window)

This function is only available as a Key Command.

**\*Select previous Object (Key Command)**

Selects the previous object.

Key Command:

**\*Select previous Object**

(Arrange Window)

This function is only available as a Key Command.

**\*Select next Object (Key Command)**

Selects the following object.

Key Command:

**\*Select next Object**

(Arrange Window)

This function is only available as a Key Command.

**\*Deselect All Objects Except Recording Track (Key Command)**

Deselects all objects except for the recording track.

Key Command:

**\*Deselect All Objects Except Recording Track**

(Arrange Window)

This function is only available as a Key Command.

**\*Set Track & MIDI Thru Parameters by Seq./Folder (Key Command)**

Adjusts track and MIDI Thru parameters of the active track to those of the selected folder or sequence.

Key Command:

**\*Set Track & MIDI Thru Parameters by Seq./Folder**

(Arrange Window)

This function is only available as a Key Command.

**Append Track to Track List (Key Command)**

Adds a new track to the end of the track list with the settings of the active track.

Key Command:

**Append Track to Track List**

(Arrange Window)

**Append Track to Track List with next Instrument (Key Command)**

Adds a new track to the end of the track list with the settings of the next instrument.

Key Command:

**Append Track to Track List with next Instrument**

(Arrange Window)

**Mute Track (Key Command)**

Mutes the active track.

Key Command:

**Mute Track**  
(Arrange Window)

**Mute All Tracks of Folder (Key Command)**

Mutes all tracks of the current folder.

Key Command:

**Mute All Tracks of Folder**

(Arrange Window)

**Mute All Tracks With Same Instrument of Song (Key Command)**

Mutes all tracks in the song file with the same instrument as the active track.

Key Command:

**Mute All Tracks With Same Instrument of Song**

(Arrange Window)

**Individual Track Zoom In (Key Command)**

Increases the displayed size of the currently active track.

Key Command:

**Individual Track Zoom In**

(Arrange Window)

**Individual Track Zoom Out (Key Command)**

Decreases the displayed size of the currently active track.

Key Command:

**Individual Track Zoom Out**

(Arrange Window)

**Individual Track Zoom Reset (Key Command)**

Resets the displayed size of the currently active track.

Key Command:

**Individual Track Zoom Reset**

(Arrange Window)

**Individual Track Zoom Reset for All Track (Key Command)**

Resets the displayed size of all tracks.

Key Command:

**Individual Track Zoom Reset for All Track**  
(Arrange Window)

**Split Objects by rounded Song Position (Key Command)**

Splits the selected objects at the rounded current song position.

Key Command:

**Split Objects by rounded Song Position**

(Arrange Window)

**Toggle Loop (Key Command)**

Switches the loop status of selected sequences, regions, or folders.

Key Command:

**Toggle Loop**  
(Arrange Window)

**Set Optimal Object Sizes rounded by bar (Key Command)**

Adjusts start and end of a sequence or folder to fit the size of its content.

Key Command:

**Set Optimal Object Sizes rounded by bar**

(Arrange Window)

**Set Optimal Object Sizes rounded by denominator (Key Command)**

Adjusts start and end of a sequence to its content rounded by denominator.  
The denominator refers to time signature, i.e. 1/4 in a 4/4 bar.

Key Command:

**Set Optimal Object Sizes rounded by denominator**  
(Arrange Window)

**Object move left (Key Command)**

Moves the selected objects to the left.

Key Command:

**Object move left**  
(Environment Window)

**Object move right (Key Command)**

Moves the selected objects to the right.

Key Command:

**Object move right**  
(Environment Window)

**Object move up (Key Command)**

Moves the selected objects upwards.

Key Command:

**Object move up**  
(Environment Window)

**Object move down (Key Command)**

Moves the selected objects downwards.

Key Command:

**Object move down**  
(Environment Window)

**Object Width -1 Pixel (Key Command)**

Decreases the width of the selected objects by 1pixel.

Key Command:

**Object Width -1 Pixel**

(Environment Window)

**Object Width +1 Pixel (Key Command)**

Decreases the width of the selected objects by 1pixel.

Key Command:

**Object Width +1 Pixel**

(Environment Window)

**Object Height -1 Pixel (Key Command)**

Decreases the height of the selected objects by 1pixel.

Key Command:

**Object Height -1 Pixel**

(Environment Window)

**Object Height +1 Pixel (Key Command)**

Decreases the height of the selected objects by 1pixel.

Key Command:

**Object Height +1 Pixel**

(Environment Window)

**\*Toggle Channel Display Default of Multi Instrument (Key Command)**

Changes the default settings for creating new multi-instruments. Use this command to determine whether the subchannels of a multi-instrument are displayed in the instrument menu when creating the multi-instrument.

Key Command:

**\*Toggle Channel Display Default of Multi Instrument**

(Environment Window)

This function is only available as a Key Command.

**Toggle Selection (Key Command)**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**  
(Environment Window)

**Hide/Show Instrument Names (Key Command)**

Displays the instrument names in the active window according to settings in "Numbers & Names" page.

Key Command:

**Hide/Show Instrument Names**

(Score Window)

**\*Go to Page... (Key Command)**

Opens a dialog where a page number can be entered. The selected page will then be displayed in the score window.

Key Command:

**\*Go to Page...**  
(Score Window)

This function is only available as a Key Command.

**\*Paste Multiple at original Position (Key Command)**

Inserts several copies of the clipboard content starting at the original position.

Key Command:

**\*Paste Multiple at original Position**

(Score Window)

This function is only available as a Key Command.

**\*Next Event (Key Command)**

Selects the following object in the active window.

Key Command:

**\*Next Event**

(Score Window)

This function is only available as a Key Command.

**\*Previous Event (Key Command)**

Selects the previous object in the active window.

Key Command:

**\*Previous Event**

(Score Window)

This function is only available as a Key Command.

**\*Next Staff (Key Command)**

Selects the following staff.

Key Command:

**\*Next Staff**

(Score Window)

This function is only available as a Key Command.

**\*Previous Staff (Key Command)**

Selects the previous staff.

Key Command:

**\*Previous Staff**

(Score Window)

This function is only available as a Key Command.

**Sharps To Flats (Key Command)**

Allows all sharps (#) of the selected notes to be expressed as flats (b) due to enharmonic shift.

Key Command:

**Sharps To Flats**

(Score Window)

**\*Align Object Positions Vertically (Key Command)**

Aligns selected objects vertically.

Key Command:

**\*Align Object Positions Vertically**

(Score Window)

This function is only available as a Key Command.

**\*Align Object Positions Horizontally (Key Command)**

Aligns selected objects horizontally.

Key Command:

**\*Align Object Positions Horizontally**

(Score Window)

This function is only available as a Key Command.

**\*Align Object Positions (Key Command)**

Brings selected objects into line.

Key Command:

**\*Align Object Positions**

(Score Window)

This function is only available as a Key Command.

**Split To Channels (Key Command)**

Notes in chords are split up so that every note has its own MIDI channel. This allows to create a polyphonic score out of a sequence containing chords by choosing the appropriate score style.

Key Command:

**Split To Channels**  
(Score Window)

**\*Partbox: 1/1 Note (Key Command)**

Selects a 1/1 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/1 Note**

(Score Window)

This function is only available as a Key Command.

**\*Partbox: 1/2 Note (Key Command)**

Selects a 1/2 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/2 Note**

(Score Window)

This function is only available as a Key Command.

**\*Partbox: 1/4 Note (Key Command)**

Selects a 1/4 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/4 Note**

(Score Window)

This function is only available as a Key Command.

**\*Partbox: 1/8 Note (Key Command)**

Selects a 1/8 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/8 Note**

(Score Window)

This function is only available as a Key Command.

**\*Partbox: 1/16 Note (Key Command)**

Selects a 1/16 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/16 Note**

(Score Window)

This function is only available as a Key Command.

**\*Partbox: 1/32 Note (Key Command)**

Selects a 1/32 note in the partbox in order to insert it with the pencil.

Key Command:

**\*Partbox: 1/32 Note**

(Score Window)

This function is only available as a Key Command.

**\*Next Partbox Symbol (Key Command)**

Selects the next symbol in the partbox group.

Key Command:

**\*Next Partbox Symbol**

(Score Window)

This function is only available as a Key Command.

**\*Previous Partbox Symbol (Key Command)**

Selects the previous symbol in the partbox group.

Key Command:

**\*Previous Partbox Symbol**

(Score Window)

This function is only available as a Key Command.

**\*Next Partbox Group (Key Command)**

Selects the next partbox group.

Key Command:

**\*Next Partbox Group**

(Score Window)

This function is only available as a Key Command.

**\*Previous Partbox Group (Key Command)**

Selects the previous partbox group.

Key Command:

**\*Previous Partbox Group**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Fermata Up (Key Command)**

Attaches a fermata (up) to the selected notes.

Key Command:

**\*Attach Symbol: Fermata Up**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Fermata Down (Key Command)**

Attaches a fermata (down) to the selected notes.

Key Command:

**\*Attach Symbol: Fermata Down**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Staccato (Key Command)**

Attaches the staccato symbol to the selected notes.

Key Command:

**\*Attach Symbol: Staccato**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Staccatissimo (Key Command)**

Attaches the staccatissimo symbol to the selected notes.

Key Command:

**\*Attach Symbol: Staccatissimo**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Accent (Key Command)**

Attaches an accent to the selected notes.

Key Command:

**\*Attach Symbol: Accent**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Strong Accent (Key Command)**

Attaches a 'Strong Accent' symbol to any selected notes.

Key Command:

**\*Attach Symbol: Strong Accent**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Long Accent (Key Command)**

Attaches a 'Long Accent' symbol to any selected notes.

Key Command:

**\*Attach Symbol: Long Accent**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Tenuto (Key Command)**

Attaches the tenuto symbol to the selected notes.

Key Command:

**\*Attach Symbol: Tenuto**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Up-Bow (Key Command)**

Attaches the up-bow symbol to the selected notes.

Key Command:

**\*Attach Symbol: Up-Bow**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Down-Bow (Key Command)**

Attaches the down-bow symbol to the selected notes.

Key Command:

**\*Attach Symbol: Down-Bow**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Flageolet (Key Command)**

Attaches the flageolet symbol to the selected notes.

Key Command:

**\*Attach Symbol: Flageolet**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Pizzicato (Key Command)**

Attaches the pizzicato symbol to the selected notes.

Key Command:

**\*Attach Symbol: Pizzicato**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Left Hand (Key Command)**

Attaches the 'left hand' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Left Hand**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Right Hand (Key Command)**

Attaches the 'right hand' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Right Hand**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Soft (Key Command)**

Attaches the 'soft' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Soft**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Heavy (Key Command)**

Attaches the 'heavy' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Heavy**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 1 (Key Command)**

Attaches the 'Jazz 1' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 1**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 2 (Key Command)**

Attaches the 'Jazz 2' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 2**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 3 (Key Command)**

Attaches the 'Jazz 3' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 3**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 4 (Key Command)**

Attaches the 'Jazz 4' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 4**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 5 (Key Command)**

Attaches the 'Jazz 5' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 5**

(Score Window)

This function is only available as a Key Command.

**\*Attach Symbol: Jazz 6 (Key Command)**

Attaches the 'Jazz 6' symbol to the selected notes.

Key Command:

**\*Attach Symbol: Jazz 6**

(Score Window)

This function is only available as a Key Command.

**Insert: Slur Up (Key Command)**

Inserts a slur above the selected notes.

Key Command:

**Insert: Slur Up**  
(Score Window)

**Insert: Slur Down (Key Command)**

Inserts a slur below the selected notes.

Key Command:

**Insert: Slur Down**

(Score Window)

**Insert: Crescendo (Key Command)**

Inserts a crescendo symbol above the selected notes.

Key Command:

**Insert: Crescendo**

(Score Window)

**Insert: Decrescendo (Key Command)**

Inserts a decrescendo symbol above the length the selected notes.

Key Command:

**Insert: Decrescendo**

(Score Window)

**Scroll to Previous Event (Key Command)**

Selects the previous event and scrolls to make it visible in the middle of the active window.

Key Command:

**Scroll to Previous Event**

(Event Window)

**Scroll to Next Event (Key Command)**

Selects the next event and scrolls to make it visible in the middle of the active window.

Key Command:

**Scroll to Next Event**

(Event Window)

**\*Numerical Edit of Event Position (Key Command)**

Use this command to edit the current event position numerically.

Key Command:

**\*Numerical Edit of Event Position**

(Event Window)

This function is only available as a Key Command.

**\*Duplicate Event and Numerical Edit (Key Command)**

Duplicates the current event. Use the following dialog to enter the position of the new event numerically.

Key Command:

**\*Duplicate Event and Numerical Edit**

(Event Window)

This function is only available as a Key Command.

**\*Copy value to all following events (Key Command)**

Applies the value (VAL) of the current event to all following events of the same type.

Key Command:

**\*Copy value to all following events**

(Event Window)

This function is only available as a Key Command.

**Protect Values toggle (Key Command)**

Enables or disables the "fix value" check box to be switched via keyboard.

Key Command:

**Protect Values toggle**

(Hyper Edit)

**Auto define toggle (Key Command)**

Enables or disables "Auto Define" check box to be switched via keyboard.

Key Command:

**Auto define toggle**

(Hyper Edit)

**Select Previous Audio File (Key Command)**

Selects the previous audio file.

Key Command:

**Select Previous Audio File**

(Audio Window)

**Select Next Audio File (Key Command)**

Selects the next audio file.

Key Command:

**Select Next Audio File**

(Audio Window)

**Play/Stop Region (Key Command)**

Starts or stops playing the current region.

Key Command:

**Play/Stop Region**

(Audio Window)

**Play/Stop Selection (Key Command)**

Starts or stops playing the current selection.

Key Command:

**Play/Stop Selection**

(Sample Edit Window)

**\*Play/Stop All (Key Command)**

Starts or stops playing the current audio file.

Key Command:

**\*Play/Stop All**

(Sample Edit Window)

This function is only available as a Key Command.

**\*Goto Selection Start (Key Command)**

Display moves to the beginning of the current selection in the active window.

Key Command:

**\*Goto Selection Start**

(Sample Edit Window)

This function is only available as a Key Command.

**\*Goto Selection End (Key Command)**

Display moves to the end of the current selection in the active window.

Key Command:

**\*Goto Selection End**

(Sample Edit Window)

This function is only available as a Key Command.

**\*Goto Region Start (Key Command)**

Display moves to the beginning of the current region in the active window.

Key Command:

**\*Goto Region Start**

(Sample Edit Window)

This function is only available as a Key Command.

**\*Goto Region End (Key Command)**

Display moves to the end of the current region in the active window.

Key Command:

**\*Goto Region End**

(Sample Edit Window)

This function is only available as a Key Command.

**\*Goto Region Anchor (Key Command)**

Display moves to the anchor of the current region in the active window.

Key Command:

**\*Goto Region Anchor**

(Sample Edit Window)

This function is only available as a Key Command.

**About Logic Audio Quick Reference**

This Logic Audio Quick Reference Guide provides quick help on every command in the program.

It was created by kurt hofmann.

### **Main Menu > About the main menu**

All main menu commands are global and can be found in the main menu.

The corresponding key commands are shown behind the menu entries. It is possible to create user-defined key commands by defining them in the key commands window.

**Main Menu > File > New**

Creates a new song.

Key Command:

**New**

(Global Commands)

**Main Menu > File > Open...**

Use the Open... dialog to load a song file.

Key Command:

**Open...**

(Global Commands)

**Main Menu > File > Close Song**

Closes the active song file. If recent editing has not been stored Logic displays a warning.

Key Command:

**Close Song**

(Global Commands)

**Main Menu > File > Save**

Use the Save dialog to store a song.

Key Command:

**Save**

(Global Commands)

**Main Menu > File > Save As ...**

Allows to store the active song file under a new name.

Key Command:

**Save Song as...**

(Global Commands)

**Main Menu > File > Revert to Saved**

Replaces the active song file with the previously saved version. All editing carried out since the last storage is lost.

Key Command:

**Revert to Saved**

(Global Commands)

**Main Menu > File > Page Setup...**

Use the Page Setup command to set up the paper format.

Key Command:

**Page Setup...**

(Global Commands)

**Main Menu > File > Print...**

Use the Print... command to start printing the current score.

Key Command:

**Print**

(Global Commands)

**Main Menu > File > Import...**

Use the Import... dialog to import song files in different formats, e.g. MIDI files.

Key Command:

**Import File...**

(Global Commands)

**Main Menu > File > Export Selection as MIDI File...**

Allows export of the selected sequences as a MIDI file. Make sure you normalize, and copy any loops out the right number of times first, as well as doing any other preparatory work.

Key Command:

**Export Selection as MIDI File...**

(Global Commands)

**Main Menu > File > Quit**

Quits Logic. If recent editing has not been stored, Logic displays a warning.

Key Command:

**Quit**

(Global Commands)

**Main Menu > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Main Menu > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Main Menu > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Main Menu > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Main Menu > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Main Menu > Edit > Select all**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Main Menu > Audio > Audio Window...**

Opens a new Audio window.

Key Command:

**Open Audio Window...**

(Global Commands)

**Main Menu > Audio > Sample Editor...**

Opens a new Sample Editor window.

Key Command:

**Open Sample Editor...**

(Global Commands)

**Main Menu > Audio > Audio Mixer**

Opens a track mixer with all audio tracks.

**Main Menu > Audio > Audio Preferences...**

Opens the Audio Preferences page of the Preferences window.

**Main Menu > Audio > Audio Hardware & Drivers...**

Opens the Audio Hardware & Drivers page of the Preferences window.

Key Command:

**Audio Hardware Setup**

(Global Commands)

**Main Menu > Audio > System Performance...**

Displays the current system performance.

Key Command:

**Open System Performance...**

(Global Commands)

**Main Menu > Options > Settings > Synchronisation Settings...**

Opens a window with all parameters necessary for synchronization.

Key Command:

**Open Synchronisation Window...**

(Global Commands)

**Main Menu > Options > Settings > Metronome Settings...**

Opens an Environment window in the layer with the object "MIDI Metronome Click".

**Main Menu > Options > Settings > Recording options...**

Opens the Recording Options page of the Song Settings window.

Key Command:

**Recording options...**

(Global Commands)

**Main Menu > Options > Settings > MIDI options...**

Opens the MIDI Options page of the Song Settings window.

Key Command:

**MIDI options...**

(Global Commands)

**Main Menu > Options > Settings > Chase Events...**

Opens the Chase Events page of the Song Settings window.

Key Command:

**Chase Events...**

(Global Commands)

**Main Menu > Options > Settings > Import Settings...**

Use this dialog to select screen sets, transform sets, hyper edit sets, score instrument sets, score styles, or score settings. Then, use the "Import" command to choose a song and transfer its settings to the active song.

Key Command:

**Import Settings...**  
(Global Commands)

**Main Menu > Options > Settings > Score Global Format**

Opens the Global Format page of the Song Settings window.

**Main Menu > Options > Settings > Score Numbers & Names**

Opens the Numbers & Names page of the Song Settings window.

**Main Menu > Options > Settings > Score Guitar Tablature**

Opens the Guitar Tablature page of the Song Settings window.

**Main Menu > Options > Settings > Score Clefs & Signatures**

Opens the Clefs & Signatures page of the Song Settings window.

**Main Menu > Options > Settings > Score Extended Layout Parameters**  
Opens the Extended Layout Parameters page of the Song Settings window.

**Main Menu > Options > Settings > Score Midi Meaning**

Opens the Midi Meaning page of the Song Settings window.

**Main Menu > Options > Settings > MIDI Interface Communication...**

Opens the MIDI Interface Communication page of the Preferences window.

**Main Menu > Options > Settings > Global Preferences...**

Opens the Global Preferences page of the Preferences window.

**Main Menu > Options > Settings > Display Preferences...**

Opens the Display Preferences page of the Preferences window.

**Main Menu > Options > Settings > Score Preferences...**

Opens the Score Preferences page of the Preferences window.

**Main Menu > Options > Settings > Reset Preferences...**

Opens the Reset Preferences page of the Preferences window.

**Main Menu > Options > Settings > Key Commands...**

Opens the Key Commands window. A key combination and MIDI controller can be assigned to every command shown here.

Key Command:

**Open Key Commands...**

(Global Commands)

**Main Menu > Options > Marker > Create**

Creates a marker at the current position.

Key Command:

**Create Marker**

(Global Commands)

**Main Menu > Options > Marker > Create without rounding**

Creates a new marker exactly at the current song position without rounding.

Key Command:

**Create Marker w/o rounding**

(Global Commands)

**Main Menu > Options > Marker > Create by Objects**

Creates a new marker at the position and with the length of the current selection.

**Main Menu > Options > Marker > Delete**

Deletes a marker.

Key Command:

**Delete Marker**

(Global Commands)

**Main Menu > Options > Marker > Goto Next**

Moves the song position line to the position of the next marker.

Key Command:

**Goto Next Marker**

(Global Commands)

**Main Menu > Options > Marker > Goto Previous**

Moves the song position line to the position of the previous marker.

Key Command:

**Goto Previous Marker**

(Global Commands)

**Main Menu > Options > Marker > Goto Marker Number...**

Use the following dialog to enter the marker number Logic shall move to.

Key Command:

**Goto Marker Number...**

(Global Commands)

**Main Menu > Options > Marker > Quick Edit Marker**

Allows to quickly edit the name of a marker.

**Main Menu > Options > Marker > Open List...**

Displays a list of all existing markers.

Key Command:

**Open Marker List...**

(Global Commands)

**Main Menu > Options > Marker > Open List as Float...**

Displays a list of all existing markers as floating window.

Key Command:

**Open Marker List as Float...**

(Global Commands)

**Main Menu > Options > Marker > Open Text...**

Displays a window to edit the marker text.

Key Command:

**Open Marker Text...**

(Global Commands)

**Main Menu > Options > Marker > Open Text as Float...**

Displays a floating window containing the marker text. The marker text is not editable here!

Key Command:

**Open Marker Text as Float...**

(Global Commands)

**Main Menu > Options > Tempo > Adjust Tempo using object length & Locators**

Adjusts the tempo according to object length. Use the locators to determine the number of bars intended to correspond to the length of the selected objects. This function is implemented to calculate the corresponding tempo automatically.

Key Command:

**Adjust Tempo using object length and Locators**  
(Arrange Window)

**Main Menu > Options > Tempo > Tempo List Editor...**

Displays a list of tempo changes similar to the event list.

Key Command:

**Open Tempo List...**

(Global Commands)

**Main Menu > Options > Tempo > Tempo Graphic Editor...**

Use this function to edit the tempo graphically.

Key Command:

**Open Graphic Tempo...**

(Global Commands)

**Main Menu > Options > Tempo > Tempo Operations...**

Use this function to calculate tempo changes.

Key Command:

**Open Tempo Operations...**

(Global Commands)

**Main Menu > Options > Tempo > Tempo Interpreter...**

Opens a window to enter the parameters for manual tempo control.

Key Command:

**Open Tempo Interpreter...**

(Global Commands)

**Main Menu > Options > Tempo > Reclock Song...**

Use the following dialog to reclock the song tempo according to MIDI events.

Key Command:

**Reclock Song...**

(Global Commands)

**Main Menu > Options > Extended Sequence Parameters...**

Set the extended sequence parameters here.

Key Command:

**Extended Sequence Parameters...**

(Global Commands)

**Main Menu > Options > Event Float...**

Displays the data of the selected events in a small floating window.

Key Command:

**Open Event Float...**

(Global Commands)

**Main Menu > Options > Video Player...**

Here you may select a video file to be opened in its own window and run in sync with the sequencer.

Key Command:

**Open Movie...**

(Global Commands)

**Main Menu > Options > Video Player as Float...**

Here you may select a video file to be opened in its own window and run in sync with the sequencer. The video is then displayed in a floating window.

**Main Menu > Options > Video Settings...**

Opens a dialog where the settings for the video can be made.

**Main Menu > Options > WavePlayer...**

Opens a window in which Wave files can be assigned to MIDI Notes and then get triggered by them.

Key Command:

**WavePlayer...**

(Global Commands)

**Main Menu > Options > Groove Templates > Make Groove Template**

Enters the selected sequence as quantization template to make its grid accessible in Quantize menu.

Key Command:

**Make Groove Template**

(Arrange Window)

**Main Menu > Options > Groove Templates > Remove Groove Template from list**

Removes the selected sequence from quantization template list. Its grid will not be available in Quantize menu any more.

Key Command:

**Remove Groove Template from list**  
(Arrange Window)

**Main Menu > Options > Groove Templates > Import DNA Groove Templates...**

Displays a list of the installed DNA-grooves.

Key Command:

**Import DNA Groove Templates...**

(Arrange Window)

**Main Menu > Options > Send to MIDI > Maximum Volume**

Sets the MIDI volume of the attached devices to maximum.

Key Command:

**Send Maximum Volume**

(Global Commands)

**Main Menu > Options > Send to MIDI > Reset Controllers**

Logic sends controller messages to the attached devices in order to reset them to a default value (e.g. volume to 127, panorama to 64, etc.).

Key Command:

**Send Reset Controllers**

(Global Commands)

**Main Menu > Options > Send to MIDI > Used Instruments MIDI Settings**

Sends instrument parameter settings to the MIDI devices.

Key Command:

**Send Used Instruments MIDI Settings**

(Global Commands)

**Main Menu > Windows > Screensets > Lock Screenset**

Locks the currently active screenset.

Key Command:

**\*Lock/Unlock Current Screenset**

(Global Commands)

**Main Menu > Windows > Screensets > Copy Screenset**

Copies the active screenset to the clipboard.

Key Command:

**Copy Screenset**

(Global Commands)

**Main Menu > Windows > Screensets > Paste Screenset**

Pastes a screenset from the clipboard to the active screenset.

Key Command:

**Paste Screenset**

(Global Commands)

**Main Menu > Windows > Screensets > One**

Recalls screenset one.

**Main Menu > Windows > Screensets > Two**

Recalls screenset two.

**Main Menu > Windows > Screensets > Three**

Recalls screenset three.

**Main Menu > Windows > Screensets > Four**

Recalls screenset four.

**Main Menu > Windows > Open Arrange**

Opens a new Arrange window.

Key Command:

**Open Arrange Window...**

(Global Commands)

**Main Menu > Windows > Open Track Mixer**

Opens an Adaptive Mixer window.

Key Command:

**Open Track Mixer...**

(Global Commands)

**Main Menu > Windows > Open Event List**

Opens a new Event Editor window.

Key Command:

**Open Event Editor...**

(Global Commands)

**Main Menu > Windows > Open Score**

Opens a new Score window.

Key Command:

**Open Score Editor...**

(Global Commands)

**Main Menu > Windows > Open Hyper Edit**

Opens a new Hyper Editor window.

Key Command:

**Open Hyper Editor...**

(Global Commands)

**Main Menu > Windows > Open Transform**

Opens a new Transform window.

Key Command:

**Open Transform**

(Global Commands)

**Main Menu > Windows > Open Matrix Edit**

Opens a new Matrix Editor window.

Key Command:

**Open Matrix Editor...**

(Global Commands)

**Main Menu > Windows > Open Environment**

Opens a new Environment window.

Key Command:

**Open Environment...**

(Global Commands)

**Main Menu > Windows > Open Transport**

Opens a new Transport window.

Key Command:

**Open Transport...**

(Global Commands)

**Main Menu > Windows > Larger View**

Increases the size of display of the active window.

Key Command:

**Larger View**

(Global Commands)

**Main Menu > Windows > Smaller View**

Decreases the size of display of the active window.

Key Command:

**Smaller View**

(Global Commands)

**Main Menu > Windows > Next Window**

Activates the next window.

Key Command:

**Select Next Window**

(Global Commands)

**Main Menu > Windows > Zoom Window**

Adjusts the size of the active window to fit its content.

Key Command:

**Zoom Window**

(Global Commands)

**Main Menu > Windows > Close Window**

Closes the active window.

Key Command:

**Close Window**

(Global Commands)

**Main Menu > Windows > Tile Windows**

Arranges all open windows on the screen and adjusts their size to make them all visible.

Key Command:

**Tile Windows**

(Global Commands)

**Main Menu > Windows > Tile Windows horizontally**

Arranges all open windows horizontally on the screen and adjusts their size to make them all visible.

Key Command:

**Tile Windows horizontally**

(Global Commands)

**Main Menu > Windows > Stack Windows**

Stacks all open windows.

Key Command:

**Stack Windows**

(Global Commands)

**Arrange > About the Arrange**

All Arrange commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Arrange > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Arrange > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Arrange > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Arrange > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Arrange > Edit > Paste at original Position**

Inserts objects from clipboard at their original position.

Key Command:

**Paste at original Position**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Paste Replace**

Inserts objects from clipboard replacing selected objects.

Key Command:

**Paste Replace**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Arrange > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Arrange > Edit > Select All Following**

Selects all following objects in the active window.

Key Command:

**Select All Following**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Inside Locators**

Selects all objects within the locators in the active window.

Key Command:

**Select inside Locators**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Deselect Outside Locators**

Deselects all objects outside the locators in the active window.

Key Command:

**Deselect outside Locators**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Empty Objects**

Selects all empty objects in the active window.

Key Command:

**Select empty Objects**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Overlapped Objects**

Selects all overlapping objects in the active window.

Key Command:

**Select overlapped Objects**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Muted Objects**

Selects all muted objects in the active window.

Key Command:

**Select Muted Objects**

(Arrange Window)

**Arrange > Edit > Select Equal Colored Objects**

Selects all identically colored objects in the active window.

Key Command:

**Select Equal Colored Objects**

(Arrange Window)

**Arrange > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Equal Channels**

Selects all objects in the active window with the same MIDI channel as the currently selected data.

Key Command:

**Select Equal Channels**

(Arrange and Various Sequence Editors)

**Arrange > Edit > Select Equal Subpositions**

Selects all objects in the active window with the same bar position as the currently selected data.

Key Command:

**Select Equal Subpositions**

(Arrange and Various Sequence Editors)

**Arrange > Functions > Track > Create**

Creates a new track.

Key Command:

**Create Track**

(Arrange Window)

**Arrange > Functions > Track > Create with next Instrument**

Creates a new track with the following instrument.

Key Command:

**Create Track with next Instrument**

(Arrange Window)

**Arrange > Functions > Track > Create for Overlapped Objects**

Creates new tracks for overlapping objects in order to arrange them more clearly.

Key Command:

**Tracks for Overlapped Objects**

(Arrange Window)

**Arrange > Functions > Track > Create for Selected Objects**

Creates new tracks for the selected objects.

Key Command:

**Tracks for Selected Objects**

(Arrange Window)

**Arrange > Functions > Track > Delete**

Deletes the active track. If the track contains any data Logic displays a warning.

Key Command:

**Delete Track**  
(Arrange Window)

**Arrange > Functions > Track > Delete unused**

Deletes all tracks not in use, i.e. tracks which do not contain any sequences, folders, or regions.

Key Command:

**Delete unused Tracks**

(Arrange Window)

**Arrange > Functions > Track > Delete redundant audio tracks**

When loading a song containing audio from versions before 3.5 it is possible that this song now has audio tracks not needed any more. This command checks on that and deletes any audio track that is not necessary any more.

**Arrange > Functions > Track > Create Trackname**

Creates a track name not mapped to an instrument for the active track.

Key Command:

**Create Trackname**

(Arrange Window)

**Arrange > Functions > Track > Delete Trackname**

Deletes a track name not mapped to an instrument from the active track.

Key Command:

**Delete Trackname**

(Arrange Window)

**Arrange > Functions > Track > Create New Instrument**

Creates a new instrument for the active track in the Environment window.

Key Command:

**Create New Instrument**

(Arrange Window)

**Arrange > Functions > Track > Open SoundDiver for Instrument**

If SoundDiver has been started Logic uses this editor to select the active instrument.

Key Command:

**Open SoundDiver for Instrument**

(Arrange Window)

**Arrange > Functions > Folder > Pack Folder**

Packs the selected portions of data into a folder. Afterwards, the Arrange window displays a folder containing the selected objects.

Key Command:

**Pack Folder**

(Arrange Window)

**Arrange > Functions > Folder > Unpack Folder (Create new tracks)**

Unpacks the selected folder. Its content will be moved to the next higher level, the folder deleted. New tracks will be created.

Key Command:

**Unpack Folder**  
(Arrange Window)

**Arrange > Functions > Folder > Unpack Folder (Use existing tracks)**

Unpacks the selected folder. Its content will be moved to the next higher level, the folder deleted. Existing tracks are used.

**Arrange > Functions > Objects > Repeat Objects...**

Use the Repeat Objects... dialog to repeat one or more selected objects.

Key Command:

**Repeat Objects...**

(Arrange and Various Sequence Editors)

**Arrange > Functions > Objects > Replace Overlapped Objects**

Replaces overlapping objects.

Key Command:

**Replace Overlapped Objects**

(Arrange Window)

**Arrange > Functions > Objects > Move Selected Objects to current track**

Moves the selected objects to the active track.

Key Command:

**Move Selected Objects to track**

(Arrange Window)

**Arrange > Functions > Objects > Set Locators by Objects**

Sets locators at start and end of currently selected objects.

Key Command:

**Set Locators by Objects**

(Global Commands)

**Arrange > Functions > Objects > Set Optimal Object Sizes**

Adjusts start and end of a sequence or folder to fit the size of its content.

**Arrange > Functions > Objects > Snap Objects**

Moves the beginning of the selected objects to the first beat of the next bar.

Key Command:

**Snap Objects**

(Arrange Window)

**Arrange > Functions > Objects > Remove Overlaps**

Alters the length of any selected objects which overlap, so that the overlaps are removed.

Key Command:

**Remove Overlaps**

(Arrange Window)

**Arrange > Functions > Objects > Tie Objects by Length Change**

Ties the selected sequences together by changing their length.

Key Command:

**Tie Objects by Length Change**

(Arrange Window)

**Arrange > Functions > Objects > Tie Objects by Position Change**

Ties the selected sequences together by changing their position.

Key Command:

**Tie Objects by Position Change**

(Arrange Window)

**Arrange > Functions > Objects > Tie Sequences within Locators**

Ties selected sequences whose position is within the locators.

Key Command:

**Tie Sequences within Locators**

(Arrange Window)

**Arrange > Functions > Objects > Lock SMPTE Position**

Locks selected objects to the SMPTE time at the current position in order to make them independent from measure and tempo.

Key Command:

**Lock SMPTE Position**

(Arrange and Various Sequence Editors)

**Arrange > Functions > Objects > Unlock SMPTE Position**

Unlocks selected objects from a fixed allocation to SMPTE time code.

Key Command:

**Unlock SMPTE Position**

(Arrange and Various Sequence Editors)

**Arrange > Functions > Alias > Make**

Creates an alias of the selected objects at the current song position of the active track.

Key Command:

**Make Alias**

(Arrange Window)

**Arrange > Functions > Alias > Make but Copy Folder**

Creates an alias of the selected objects at the current song position of the active track. Folders, however, are copied.

**Arrange > Functions > Alias > Reassign**

Allows to reassign an alias. First, select an alias, and the sequence it shall be assigned to. Use the Reassign function to assign the Alias to the selected sequence.

Key Command:

**Reassign Alias**  
(Arrange Window)

**Arrange > Functions > Alias > Turn to Real Copy**

Turns the selected alias into a real copy.

Key Command:

**Turn Alias to Real Copy**

(Arrange Window)

**Arrange > Functions > Alias > Select Original**

Finds and selects the sequence corresponding to a selected alias.

Key Command:

**Find Original of Alias**

(Arrange Window)

**Arrange > Functions > Alias > Select All Aliases of Object**

Use this command to select all aliases of a certain object.

Key Command:

**Select All Aliases of Object**

(Arrange Window)

**Arrange > Functions > Alias > Select All Orphan Aliases**

Selects all orphan aliases, i.e. aliases without existing originals.

**Arrange > Functions > Alias > Delete All Orphan Aliases**

Deletes all orphan aliases, i.e. aliases without existing originals.

**Arrange > Functions > Sequence Parameter > Normalize Sequence Parameters**

Writes the sequence parameters of the selected sequences to their data.

Key Command:

**Normalize**

(Arrange Window)

**Arrange > Functions > Sequence Parameter > Normalize w/o Channel**

Writes the sequence parameters of the selected sequences to their data without touching the MIDI channel.

Key Command:

**Normalize w/o Channel**

(Arrange Window)

**Arrange > Functions > Sequence Parameter > Normalize w/o Channel & Delay**

Writes the sequence parameters of the selected sequences to their data without touching MIDI channel and delay.

Key Command:

**Normalize w/o Channel & Delay**  
(Arrange Window)

**Arrange > Functions > Sequence Parameter > Fix Quantize**

Writes the quantization of the selected sequences to their data.

Key Command:

**Fix Quantize**

(Arrange Window)

**Arrange > Functions > Sequence Parameter > Turn Loops to Real Copies**

Turns loops into real data containing copies.

Key Command:

**Turn Loops to Real Copies**

(Arrange Window)

**Arrange > Functions > Sequence Parameter > Turn Loops to Aliases**

Turns loops into aliases.

Key Command:

**Turn Loops to Aliases**

(Arrange Window)

**Arrange > Functions > Instrument Parameter > Insert Variable Program Changes**

Inserts a variable program change message into the selected sequences. A variable program change is a program change that uses the program number defined in the instrument parameters.

Key Command:

**Insert Variable Program Changes**  
(Arrange Window)

**Arrange > Functions > Instrument Parameter > Insert Instrument MIDI settings as Events**

Writes the settings of the instrument parameters to the selected sequences.

Key Command:

**Insert Instrument MIDI settings as Events**

(Arrange Window)

**Arrange > Functions > Signature & Key > Copy All to Clipboard**

Copies all changes in measure and key to the clipboard.

**Arrange > Functions > Signature and Key > Paste All from Clipboard**

Inserts all previously copied changes in measure and key from the clipboard.

**Arrange > Functions > Trash > Open Trash**

Opens trash with previously deleted sequences.

Key Command:

**Open Trash**

(Arrange Window)

**Arrange > Functions > Trash > Empty Trash**

Deletes trash.

Key Command:

**Empty Trash**

(Arrange Window)

**Arrange > Functions > Split/Demix > Split Objects by Locators**

Splits the selected objects at the left and right locator position.

Key Command:

**Split Objects by Locators**

(Arrange Window)

**Arrange > Functions > Split/Demix > Split Objects by Song Position**

Splits the selected objects at the current song position.

Key Command:

**Split Objects by Song Position**  
(Arrange Window)

**Arrange > Functions > Split/Demix > Demix by Event Channel**

Splits the selected sequences according to the MIDI channels of the events. Thus, type 0 MIDI files (all data in one sequence) can be split to assign each instrument to an individual track.

Key Command:

**Demix by Event Channel**  
(Arrange Window)

**Arrange > Functions > Split/Demix > Demix by Note Pitch**

Splits the selected sequences according to pitch. Thus, chords can be split to create an individual track for each voice.

**Arrange > Functions > Merge > Objects**

Use this function to merge various selected sequences to create a single new one.

If several audio regions are selected use this command to make a digital mixdown. The result will be a new audio file with the same settings for volume, panorama, and crossfade.

Key Command:

**Merge Objects/Digital Mixdown**

(Arrange Window)

**Arrange > Functions > Merge > Objects per Tracks**

Similar to Merge Objects function, except that the objects are merged per track.

Key Command:

**Merge Objects per Tracks**

(Arrange Window)

**Arrange > Functions > Cut/Insert Time > Snip: Cut Time and Move by Locators**

Cuts the region between left and right locator of selected objects, or the whole song and moves the following parts to the left.

Key Command:

**Snip: Cut Time and Move by Locators**  
(Arrange Window)

**Arrange > Functions > Cut/Insert Time > Insert Time and Move by Locators**

Inserts the region between left and right locator of selected objects, or the whole song and moves the following parts to the right.

Key Command:

**Insert Time and Move by Locators**

(Arrange Window)

**Arrange > Functions > Cut/Insert Time > Splice: Insert snipped part at Song Position**

Copies the area between left and right locator and adds it to the selected objects, or the whole song at the current song position.

Key Command:

**Splice: Insert snipped part at Song Position**  
(Arrange Window)

**Arrange > Functions > Erase MIDI Events > Duplicates**

Deletes duplicates of events.

Key Command:

**Erase Duplicated Events**

(Arrange Window)

**Arrange > Functions > Erase MIDI Events > Inside Locators**

Deletes all MIDI events within the locators of the selected sequences.

Key Command:

**Erase inside Locators**

(Arrange Window)

**Arrange > Functions > Erase MIDI Events > Outside Locators**

Deletes all MIDI events outside the locators of the selected sequences.

Key Command:

**Erase outside Locators**

(Arrange Window)

**Arrange > Functions > Erase MIDI Events > Outside Object Borders**

Deletes all MIDI events outside the start and end points of selected sequences.

Key Command:

**Erase outside Object Borders**

(Arrange Window)

**Arrange > Functions > Erase MIDI Events > Unselected within Selection**

Deletes all unselected objects between selected objects.

Key Command:

**Erase Unselected within Selection**

(Arrange and Various Sequence Editors)

**Arrange > Functions > Copy MIDI Events...**

Use the following dialog to copy MIDI events.

Key Command:

**Copy MIDI Events...**

(Global Commands)

**Arrange > Audio > Regions to original Record Position**

Resets the selected audio regions to the original recording position.

Key Command:

**Set Region(s) to Recording Position**

(Arrange Window)

**Arrange > Audio > Convert Regions to Individual Regions**

Converts the selected audio region into an individual region with the same length and starting point.

Key Command:

**Convert Regions to Individual Regions**

(Arrange Window)

**Arrange > Audio > Convert Regions to Individual Audio Files**

Converts selected regions into individual audio files.

Key Command:

**Convert Regions to Individual Audio Files**

(Arrange Window)

**Arrange > Audio > Digital Mixdown**

Use this function to merge various selected sequences to create a single new one.

If several audio regions are selected use this command to make a digital mixdown. The result will be a new audio file with the same settings for volume, panorama, and crossfade.

**Arrange > Audio > Default Audio Crossfade Options...**

Use this dialog to set a crossfade time and curve when crossfading audio regions during digital mixdown.

Key Command:

**Audio Crossfade Options for Merge...**

(Arrange Window)

**Arrange > Audio > Search Zero Crossings**

Activate this function to search zero crossings for cutting the material there. This may lead to a slight deviation from the intended cut but avoids the formation of clicks.

**Arrange > View > Hyper Draw > off**

Switches off Hyper Draw in selected sequences.

Key Command:

**Hyper Draw: Disable**

(Arrange Window)

**Arrange > View > Hyper Draw > Autodefine**

Sets Hyper Draw automatically to the first event of a sequence.

Key Command:

**Hyper Draw: Autodefine**

(Arrange Window)

**Arrange > View > Hyper Draw > Channel**

Choose the MIDI channel for display and editing in Hyper Draw.

**Arrange > View > Hyper Draw > Volume**

Displays the selected sequences with Hyper Draw for volume (controller 07).

Key Command:

**Hyper Draw: Volume**

(Arrange Window)

**Arrange > View > Hyper Draw > Pan**

Displays the selected sequences with Hyper Draw for panorama (controller 10).

Key Command:

**Hyper Draw: Pan**

(Arrange Window)

**Arrange > View > Hyper Draw > Balance**

Displays the selected sequences with Hyper Draw for balance (controller 08).

**Arrange > View > Hyper Draw > Modulation**

Displays the selected sequences with Hyper Draw for modulation (controller 01)

Key Command:

**Hyper Draw: Modulation**

(Arrange Window)

**Arrange > View > Hyper Draw > Breath**

Displays the selected sequences with Hyper Draw for breath controller (controller 02).

**Arrange > View > Hyper Draw > Foot Control**

Displays the selected sequences with Hyper Draw for foot controller (controller 04).

**Arrange > View > Hyper Draw > Port.-Time**

Displays the selected sequences with Hyper Draw for portamento time (controller 05).

**Arrange > View > Hyper Draw > Expression**

Displays the selected sequences with Hyper Draw for expression (controller 11).

**Arrange > View > Hyper Draw > Other...**

Use the Other... dialog to enter manually a controller number for display in Hyper Draw.

Key Command:

**Hyper Draw: Other...**

(Arrange Window)

**Arrange > View > Hyper Draw > Channel Pressure**

Displays the selected sequences with Hyper Draw for channel pressure (also called 'after touch').

**Arrange > View > Hyper Draw > Pitch Bend**

Displays the selected sequences with Hyper Draw for pitch bend.

**Arrange > View > Hyper Draw > Program Change**

Displays the selected sequences with Hyper Draw for program change.

**Arrange > View > Hyper Draw > Note Velocity**

Displays the selected sequences with Hyper Draw for velocity (velocity sensitivity of the keys/notes).

**Arrange > View > Scroll in Play**

When activated the window content scrolls rather than the song position line moving in the window.

**Arrange > View > SMPTE Time Ruler**

Displays time and positions in SMPTE units.

Key Command:

**Positions/Time Ruler in SMPTE units**

(Arrange and Various Sequence Editors)

**Arrange > View > Transport**

Shows or hides transport functions in the active window.

**Arrange > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Arrange > View > Toolbox**

Shows or hides the toolbox in the active window.

**Arrange > View > Delay in ms**

Switches display of delay time between ms and ticks.

Key Command:

**Delay in ms**

(Arrange Window)

**Arrange > View > Grid**

Shows or hides the grid in the active window.

**Arrange > View > White Background**

Switches background color (white) on or off.

Key Command:

**Background Type**

(Arrange Window)

**Arrange > View > Object Content**

Shows or hides schematic display of object contents.

Key Command:

**Object Content**  
(Arrange Window)

**Arrange > View > Track numbers/Level meters**

Shows or hides display of track numbers and level meters.

**Arrange > View > Mute Switch**

Shows or hides switches to mute tracks.

**Arrange > View > Record Switch**

Shows or hides switches to arm tracks for recording.

**Arrange > View > Instrument Icon**

Shows or hides instrument symbols.

**Arrange > View > Shadow for Instrument Icon**

Use this command to underlay the instrument symbols with a shadow.

**Arrange > View > Instrument Name**

Shows or hides instrument names.

**Arrange > View > Track Name**

Shows or hides track names.

**Arrange > View > Scroll To Selection**

Scrolls to the current selection by moving the content of the active window.

Key Command:

**Scroll To Selection**

(Arrange and Various Sequence Editors)

**Arrange > View > Instrument Colors To Objects**

Replaces the colors of selected objects with the colors of the corresponding instruments.

Key Command:

**Instrument Colors To Objects**

(Arrange Window)

**Arrange > View > Tracknames To Objects**

Names selected objects after track names.

Key Command:

**Tracknames To Objects**

(Arrange Window)

**Arrange > View > Object Colors...**

Opens color palette to assign colors to sequences, instruments, selections, etc.

Key Command:

**Open Object Colors...**

(Global Commands)

**Track Mixer > About the Track Mixer**

All Track Mixer commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Track Mixer > Tracks > MIDI Tracks**

Activates the display of mixer objects for MIDI Tracks in the current track mixer.

**Track Mixer > Tracks > Audio Tracks**

Activates the display of mixer objects for Audio Tracks in the current track mixer.

**Track Mixer > Tracks > Folder Tracks**

Activates the display of mixer objects for Folder Tracks in the current track mixer.

**Track Mixer > Tracks > Other Tracks**

Activates the display of mixer objects for any other tracks in the current track mixer.

**Track Mixer > Tracks > Add Bus Return 1**

Adds a mixer object for audio bus return 1.

**Track Mixer > Tracks > Add Bus Return 2**

Adds a mixer object for audio bus return 2.

**Track Mixer > Tracks > Add Master(s)**

Adds mixer objects for audio masters.

**Track Mixer > Tracks > Add GS/XG Effects**

Adds objects to edit the GS/XG effects of an instrument.

**Track Mixer > View > Legend**

Displays a legend showing the names of the assignable controllers.

**Track Mixer > View > Instrument Name**

Shows or hides instrument names.

**Track Mixer > View > Program**

Displays the names of the instrument's programs in the mixer object.

**Track Mixer > View > Bank**

Displays the number of the instrument's banks in the mixer object.

**Track Mixer > View > Assign 1**

Displays knobs for the first assignable MIDI controller in all MIDI instrument track mixer objects.

**Track Mixer > View > Assign 2**

Displays knobs for the second assignable MIDI controller in all MIDI instrument track mixer objects.

**Track Mixer > View > Assign 3**

Displays knobs for the third assignable MIDI controller in all MIDI instrument track mixer objects.

**Track Mixer > View > Assign 4**

Displays knobs for the fourth assignable MIDI controller in all MIDI instrument track mixer objects.

**Track Mixer > View > Assign 5**

Displays knobs for the fifth assignable MIDI controller in all MIDI instrument track mixer objects.

**Track Mixer > View > Pan**

Displays knobs for pan in all valid track mixer objects.

**Track Mixer > View > Volume**

Displays volume faders in all valid track mixer objects.

**Track Mixer > View > Track Name**

Shows or hides track names.

**Track Mixer > View > Track Number**

Switches the display of the track number in all mixer objects on or off.

**Track Mixer > Options > Mixer Automation: Merge**

Merges new mix automation data with the existing data as the new data is recorded.

**Track Mixer > Options > Mixer Automation: Replace**

As new mix automation data is recorded, it erases any previously recorded data for that section.

**Track Mixer > Options > Mixer Automation: Update**

As mix automation data is recorded, it replaces existing data in the same position.

**Track Mixer > Options > Automation Soft Fade Time...**

You can set up a smooth fade from existing mix automation data into new data. This is where you set the crossfade time.

**Track Mixer > Options > Send All Mixer data**

Forces logic to send all values of the current mixer settings.

**Track Mixer > Options > Change Track in Record Mode**

When selecting a mixer object in record mode the according track is selected in arrange.

**Track Mixer > Options > Change Track in Play Mode**

When selecting a mixer object in play mode the according track is selected in arrange.

**Event List > About the Event List**

All Event List commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Event List > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Event List > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Event List > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Event List > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Event List > Edit > Paste at original Position**

Inserts objects from clipboard at their original position.

Key Command:

**Paste at original Position**

(Arrange and Various Sequence Editors)

**Event List > Edit > Paste Replace**

Inserts objects from clipboard replacing selected objects.

Key Command:

**Paste Replace**

(Arrange and Various Sequence Editors)

**Event List > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Event List > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Event List > Edit > Select All Following**

Selects all following objects in the active window.

Key Command:

**Select All Following**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Inside Locators**

Selects all objects within the locators in the active window.

Key Command:

**Select inside Locators**

(Arrange and Various Sequence Editors)

**Event List > Edit > Deselect Outside Locators**

Deselects all objects outside the locators in the active window.

Key Command:

**Deselect outside Locators**

(Arrange and Various Sequence Editors)

**Event List > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Empty Objects**

Selects all empty objects in the active window.

Key Command:

**Select empty Objects**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Overlapped Objects**

Selects all overlapping objects in the active window.

Key Command:

**Select overlapped Objects**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Muted Objects**

Selects all muted objects in the active window.

Key Command:

**Select Muted Objects**

(Arrange Window)

**Event List > Edit > Select Equal Colored Objects**

Selects all identically colored objects in the active window.

Key Command:

**Select Equal Colored Objects**

(Arrange Window)

**Event List > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Equal Channels**

Selects all objects in the active window with the same MIDI channel as the currently selected data.

Key Command:

**Select Equal Channels**

(Arrange and Various Sequence Editors)

**Event List > Edit > Select Equal Subpositions**

Selects all objects in the active window with the same bar position as the currently selected data.

Key Command:

**Select Equal Subpositions**

(Arrange and Various Sequence Editors)

**Event List > Functions > Set Locators by Objects**

Sets locators at start and end of currently selected objects.

**Event List > Functions > Quantize Again**

Quantizes the selected objects in the active window once more.

Key Command:

**\*Quantize Again**

(Arrange and Various Sequence Editors)

**Event List > Functions > De-Quantize**

De-quantizes the selected objects in the active window.

Key Command:

**De-Quantize**

(Arrange and Various Sequence Editors)

**Event List > Functions > Erase MIDI Events > Duplicates**

Deletes duplicates of events.

Key Command:

**Erase Duplicated Events**

(Arrange Window)

**Event List > Functions > Erase MIDI Events > Inside Locators**

Deletes all MIDI events within the locators of the selected sequences.

Key Command:

**Erase inside Locators**

(Arrange Window)

**Event List > Functions > Erase MIDI Events > Outside Locators**

Deletes all MIDI events outside the locators of the selected sequences.

Key Command:

**Erase outside Locators**

(Arrange Window)

**Event List > Functions > Erase MIDI Events > Outside Object Borders**

Deletes all MIDI events outside the start and end points of selected sequences.

Key Command:

**Erase outside Object Borders**

(Arrange Window)

**Event List > Functions > Erase MIDI Events > Unselected within Selection**

Deletes all unselected objects between selected objects.

Key Command:

**Erase Unselected within Selection**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Note Overlap Correction (selected/any)**

Corrects overlapping of any selected note with any other note in the current window.

Key Command:

**Note Overlap Correction**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Note Overlap Correction (selected/selected)**

Corrects overlapping of any selected note with any other selected note in the current window.

**Event List > Functions > Note Events > Note Overlap Correction for repeated notes**

Corrects overlapping of any selected note with any other identical note in the current window.

**Event List > Functions > Note Events > Note Force Legato (selected/any)**

Extends the length of any selected notes in the current window until they reach the beginning of the next note along. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

Key Command:

**Note Force Legato**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Note Force Legato (selected/selected)**

Extends the length of any selected notes in the current window until they reach the beginning of the next selected note. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

**Event List > Functions > Note Events > Select Top Line**

Selects the highest voice, or the highest note of a chord, in the active window.

Key Command:

**Select Top Line**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Select Bottom Line**

Selects the lowest voice, or the lowest note of a chord, in the active window.

Key Command:

**Select Bottom Line**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Lines To Channels**

Assigns the currently selected notes of a chord to different MIDI channels. The first note is assigned to MIDI channel 1, the next lower note to channel 2, etc.

Key Command:

**Lines To Channels**

(Arrange and Various Sequence Editors)

**Event List > Functions > Note Events > Sustain Pedal to Note Length**

Adjusts the length of the currently selected notes to the length of the sustain pedal events. Sustain messages will no longer be needed and erased afterwards.

Key Command:

**Sustain Pedal to Note Length**

(Arrange and Various Sequence Editors)

**Event List > Functions > Copy MIDI Events...**

Use the following dialog to copy MIDI events.

Key Command:

**Copy MIDI Events...**

(Global Commands)

**Event List > Functions > Unlock SMPTE Position**

Unlocks the selected objects from a fixed allocation to SMPTE time.

**Event List > Functions > Lock SMPTE Position**

Locks the selected objects to the current SMPTE time position to make them independent from measure and tempo.

### **Event List > Functions > Transform**

Use this function to call up the different presets of the Transform window. Presets defined here will automatically appear in the menu.

**Event List > View > Positions & Length in SMPTE units**

Displays time and positions in SMPTE units.

**Event List > View > Length as absolute Position**

Displays the absolute position of the end of a note instead of the note length.  
(Beginning + note length = end of note)

Key Command:

**Length as Absolute Position**

(Event Window)

**Event List > View > Local Position**

Displays the positions in relation to the beginning of the sequence. Usually, the display refers to the whole song.

Key Command:

**Local Position**  
(Event Window)

**Event List > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Event List > View > Sysex in Hex Format**

Displays System Exclusive Data (SysEx) in decimal or hexadecimal numbers. In many cases, manufacturers choose the hexadecimal form.

**Event List > View > Scroll To Selection**

Scrolls to the current selection by moving the content of the active window.

Key Command:

**Scroll To Selection**

(Arrange and Various Sequence Editors)

**Score > About the Score Editor**

All Score Editor commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Score > Layout > Score Styles...**

Opens a window to set the different score styles.

Key Command:

**Open Score Style Window**

(Score Window)

**Score > Layout > Instrument Sets...**

Opens a window to set the display of the score (instrument sets).

Key Command:

**Open Instrument Set Window**

(Score Window)

**Score > Layout > Global Format...**

Opens the Global Format page of the Song Settings window.

Key Command:

**Settings: Global Format**

(Score Window)

**Score > Layout > Numbers & Names...**

Opens the Numbers & Names page of the Song Settings window.

Key Command:

**Settings: Numbers Names**

(Score Window)

**Score > Layout > Guitar Tablature...**

Opens the Guitar Tablature page of the Song Settings window.

Key Command:

**Settings: Guitar Tablature**

(Score Window)

**Score > Layout > Clefs & Signatures...**

Opens the Clefs & Signatures page of the Song Settings window (refers to display of time signature, key, and instrument names).

**Score > Layout > Extended Layout Parameters...**

Opens the Extended Layout Parameters page of the Song Settings window.

**Score > Layout > Midi Meaning**

Opens the MIDI Meaning screen of the Song Settings window, which handles how graphical symbol affect MIDI playback.

**Score > Layout > Create Instrument Set from Selection**

Creates a new instrument set from the currently selected instruments.

Key Command:

**Selection To New Instrument Set**

(Score Window)

**Score > Layout > Reset Line Layout**

Resets all manual line shifts, etc.

Key Command:

**Reset Line Layout**

(Score Window)

**Score > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Score > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Score > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Score > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Score > Edit > Paste Multiple**

Inserts several copies of the clipboard content.

Key Command:

**Paste Multiple**  
(Score Window)

**Score > Edit > Paste at original Position**

Inserts objects from clipboard at their original position.

Key Command:

**Paste at original Position**

(Arrange and Various Sequence Editors)

**Score > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Score > Edit > Repeat Objects...**

Use the Repeat Objects... dialog to repeat one or more selected objects.

**Score > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Score > Edit > Select All Following**

Selects all following objects in the active window.

Key Command:

**Select All Following**

(Arrange and Various Sequence Editors)

**Score > Edit > Select Inside Locators**

Selects all objects within the locators in the active window.

Key Command:

**Select inside Locators**

(Arrange and Various Sequence Editors)

**Score > Edit > Deselect Outside Locators**

Deselects all objects outside the locators in the active window.

Key Command:

**Deselect outside Locators**

(Arrange and Various Sequence Editors)

**Score > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Score > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Score > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Score > Edit > Select Equal Channels**

Selects all objects in the active window with the same MIDI channel as the currently selected data.

Key Command:

**Select Equal Channels**

(Arrange and Various Sequence Editors)

**Score > Edit > Select Equal Subpositions**

Selects all objects in the active window with the same bar position as the currently selected data.

Key Command:

**Select Equal Subpositions**

(Arrange and Various Sequence Editors)

**Score > Functions > Set Locators by Objects**

Sets locators at start and end of currently selected objects.

**Score > Functions > Quantize Again**

Quantizes the selected objects in the active window once more.

Key Command:

**\*Quantize Again**

(Arrange and Various Sequence Editors)

**Score > Functions > De-Quantize**

De-quantizes the selected objects in the active window.

Key Command:

**De-Quantize**

(Arrange and Various Sequence Editors)

**Score > Functions > Erase MIDI Events > Duplicates**

Deletes duplicates of events.

Key Command:

**Erase Duplicated Events**

(Arrange Window)

**Score > Functions > Erase MIDI Events > Inside Locators**

Deletes all MIDI events within the locators of the selected sequences.

Key Command:

**Erase inside Locators**

(Arrange Window)

**Score > Functions > Erase MIDI Events > Outside Locators**

Deletes all MIDI events outside the locators of the selected sequences.

Key Command:

**Erase outside Locators**

(Arrange Window)

**Score > Functions > Erase MIDI Events > Outside Object Borders**

Deletes all MIDI events outside the start and end points of selected sequences.

Key Command:

**Erase outside Object Borders**

(Arrange Window)

**Score > Functions > Erase MIDI Events > Unselected within Selection**

Deletes all unselected objects between selected objects.

Key Command:

**Erase Unselected within Selection**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Note Overlap Correction (selected/any)**

Corrects overlapping of any selected note with any other note in the current window.

Key Command:

**Note Overlap Correction**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Note Overlap Correction (selected/selected)**

Corrects overlapping of any selected note with any other selected note in the current window.

**Score > Functions > Note Events > Note Overlap Correction for repeated notes**

Corrects overlapping of any selected note with any other identical note in the current window.

**Score > Functions > Note Events > Note Force Legato (selected/any)**

Extends the length of any selected notes in the current window until they reach the beginning of the next note along. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

Key Command:

**Note Force Legato**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Note Force Legato (selected/selected)**

Extends the length of any selected notes in the current window until they reach the beginning of the next selected note. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

**Score > Functions > Note Events > Select Top Line**

Selects the highest voice, or the highest note of a chord, in the active window.

Key Command:

**Select Top Line**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Select Bottom Line**

Selects the lowest voice, or the lowest note of a chord, in the active window.

Key Command:

**Select Bottom Line**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Lines To Channels**

Assigns the currently selected notes of a chord to different MIDI channels. The first note is assigned to MIDI channel 1, the next lower note to channel 2, etc.

Key Command:

**Lines To Channels**

(Arrange and Various Sequence Editors)

**Score > Functions > Note Events > Sustain Pedal to Note Length**

Adjusts the length of the currently selected notes to the length of the sustain pedal events. Sustain messages will no longer be needed and erased afterwards.

Key Command:

**Sustain Pedal to Note Length**

(Arrange and Various Sequence Editors)

**Score > Functions > Copy MIDI Events...**

Use the following dialog to copy MIDI events.

Key Command:

**Copy MIDI Events...**

(Global Commands)

**Score > Functions > Transform**

Use this function to call up the different presets of the Transform window. Presets defined here will automatically appear in the menu.

**Score > Attributes > Accidentals > Default Accidental**

Resets the setting of selected notes as to enharmonic shifts to Logic's default values.

Key Command:

**Default Accidentals**

(Score Window)

**Score > Attributes > Accidentals > Enharmonic Shift: #**

Allows selected notes to be expressed as sharps (#) due to enharmonic shift.

Key Command:

**Enharmonic Shift: #**  
(Score Window)

**Score > Attributes > Accidentals > Enharmonic Shift: b**

Allows selected notes to be expressed as flats (b) due to enharmonic shift.

Key Command:

**Enharmonic Shift: b**

(Score Window)

**Score > Attributes > Accidentals > Flats To Sharps**

Allows all flats (b) of the selected notes to be expressed as sharps (#) due to enharmonic shift.

Key Command:

**Flats To Sharps**

(Score Window)

**Score > Attributes > Accidentals > Sharps To Flats**

Allows all sharps (#) of the selected notes to be expressed as flats (b) due to enharmonic shift.

**Score > Attributes > Accidentals > Force Accidental**

Allows to express the selected notes with a natural.

Key Command:

**Force Accidental**

(Score Window)

**Score > Attributes > Accidentals > Hide Accidental**

Suppresses the display of accidentals for the selected notes.

Key Command:

**Hide Accidental**

(Score Window)

**Score > Attributes > Accidentals > Guide Accidental**

Displays accidentals of the selected notes in parenthesis (reminder function).

Key Command:

**Guide Accidental**

(Score Window)

**Score > Attributes > Stems > Default**

Resets the setting of selected notes as to the direction of stems to Logic's default values.

Key Command:

**Stems: default**

(Score Window)

**Score > Attributes > Stems > Up**

Displays selected notes with stems upwards.

Key Command:

**Stems: up**

(Score Window)

**Score > Attributes > Stems > Down**

Displays selected notes with stems downwards.

Key Command:

**Stems: down**

(Score Window)

**Score > Attributes > Stems > Hide**

Hides the stems of the selected notes.

Key Command:

**Stems: hide**

(Score Window)

**Score > Attributes > Beaming > Default**

Resets the setting of selected notes as to beaming to Logic's default values.

Key Command:

**Default Beams**

(Score Window)

**Score > Attributes > Beaming > Beam Selected**

Forces the selected notes to be beamed as far as possible.

Key Command:

**Beam Selected Notes**

(Score Window)

**Score > Attributes > Beaming > Unbeam Selected**

Removes the beams from selected notes.

Key Command:

**Unbeam Selected Notes**

(Score Window)

**Score > Attributes > Ties > Default**

Resets the setting of selected notes as to ties to Logic's default values.

Key Command:

**Ties: default**  
(Score Window)

**Score > Attributes > Ties > Up**

Displays selected notes with upward ties.

Key Command:

**Ties: up**

(Score Window)

**Score > Attributes > Ties > Down**

Displays selected notes with downward ties.

Key Command:

**Ties: down**

(Score Window)

**Score > Attributes > Syncopation > Default**

Uses Logic's default settings for selected dotted notes.

Key Command:

**Default Syncopation**  
(Score Window)

**Score > Attributes > Syncopation > Force**

Expresses the selected dotted notes as syncopes.

Key Command:

**Force Syncopation**

(Score Window)

**Score > Attributes > Syncopation > Defeat**

Supresses syncopes of selected notes and expresses them as dotted notes.

Key Command:

**Defeat Syncopation**

(Score Window)

**Score > Attributes > Interpretation > Default**

Uses Logic's default settings as to interpretation of the selected notes.

Key Command:

**Default Interpretation**

(Score Window)

**Score > Attributes > Interpretation > Force**

Forces interpretation of selected notes.

Key Command:

**Force Interpretation**

(Score Window)

**Score > Attributes > Interpretation > Defeat**

Suppresses interpretation of selected notes.

Key Command:

**Defeat Interpretation**

(Score Window)

**Score > Attributes > Independent > Independent Grace**

Expresses the selected notes as independent grace notes.

Key Command:

**Independent Grace**

(Score Window)

**Score > Attributes > Independent > Independent**

Displays the selected notes independent of automatic rests.

Key Command:

**Independent**

(Score Window)

**Score > Attributes > Independent > Not Independent**

Returns selected independent notes into normal notes depending on the automatic display of rests.

Key Command:

**Not Independent**

(Score Window)

**Score > Attributes > Reset All Attributes**

Deletes all manually set attributes of the selected notes.

Key Command:

**Reset Note Attributes**

(Score Window)

**Score > Text > Text Styles...**

Opens a window to determine the different text styles Logic uses for the display of notes.

**Score > Text > Score Text Font...**

Opens a dialog in which the fonts of the score may be chosen.

**Score > View > Page Edit**

Displays the active notation in page view mode.

Key Command:

**Page Edit**

(Score Window)

**Score > View > Print View**

Shows enhanced page view including margins and title space. This function is only accessible in Page View mode.

**Score > View > Explode Folders**

Displays the sequences of the selected folders as independent sequences.

Key Command:

**Explode Folders**

(Score Window)

**Score > View > Explode Polyphony**

Displays the voices of a polyphonic notation in separate staves.

Key Command:

**Explode Polyphony**

(Score Window)

**Score > View > Scroll in Play**

When activated the window content scrolls rather than the song position line moving in the window.

**Score > View > Partbox > Show All Groups**

Displays all groups of notation symbols.

**Score > View > Partbox > Lock Group Positions**

Displays all groups of notation symbols in a fixed position.

**Score > View > Toolbox**

Shows or hides the toolbox in the active window.

**Score > View > SMPTE Time Ruler**

Displays time and positions in SMPTE units.

Key Command:

**Positions/Time Ruler in SMPTE units**

(Arrange and Various Sequence Editors)

**Score > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Score > View > Instrument Names**

Displays the instrument names in the active window according to settings in "Numbers & Names" page.

**Score > View > Page Rulers**

Shows or hides page rulers.

Key Command:

**Hide/Show Page Rulers**

(Score Window)

**Score > View > White Background**

Switches background color (white) on or off.

Key Command:

**Background Type**

(Arrange Window)

**Score > View > Hyper Draw > off**

Switches off Hyper Draw in selected sequences.

Key Command:

**Hyper Draw: Disable**

(Arrange Window)

**Score > View > Hyper Draw > Autodefine**

Sets Hyper Draw automatically to the first event of a sequence.

Key Command:

**Hyper Draw: Autodefine**

(Arrange Window)

**Score > View > Hyper Draw > Channel**

Choose the MIDI channel for display and editing in Hyper Draw.

**Score > View > Hyper Draw > Volume**

Displays the selected sequences with Hyper Draw for volume (controller 07).

Key Command:

**Hyper Draw: Volume**

(Arrange Window)

**Score > View > Hyper Draw > Pan**

Displays the selected sequences with Hyper Draw for panorama (controller 10).

Key Command:

**Hyper Draw: Pan**

(Arrange Window)

**Score > View > Hyper Draw > Balance**

Displays the selected sequences with Hyper Draw for balance (controller 08).

**Score > View > Hyper Draw > Modulation**

Displays the selected sequences with Hyper Draw for modulation (controller 01)

Key Command:

**Hyper Draw: Modulation**

(Arrange Window)

**Score > View > Hyper Draw > Breath**

Displays the selected sequences with Hyper Draw for breath controller (controller 02).

**Score > View > Hyper Draw > Foot Control**

Displays the selected sequences with Hyper Draw for foot controller (controller 04).

**Score > View > Hyper Draw > Port.-Time**

Displays the selected sequences with Hyper Draw for portamento time (controller 05).

**Score > View > Hyper Draw > Expression**

Displays the selected sequences with Hyper Draw for expression (controller 11).

**Score > View > Hyper Draw > Other...**

Use the Other... dialog to enter manually a controller number for display in Hyper Draw.

Key Command:

**Hyper Draw: Other...**

(Arrange Window)

**Score > View > Hyper Draw > Channel Pressure**

Displays the selected sequences with Hyper Draw for channel pressure (also called 'after touch').

**Score > View > Hyper Draw > Pitch Bend**

Displays the selected sequences with Hyper Draw for pitch bend.

**Score > View > Hyper Draw > Program Change**

Displays the selected sequences with Hyper Draw for program change.

**Score > View > Hyper Draw > Note Velocity**

Displays the selected sequences with Hyper Draw for velocity (velocity sensitivity of the keys/notes).

**Score > Options > Diatonic Insert**

If this option is activated it is only possible to enter notes corresponding to the currently selected key.

**Score > Options > Score Preferences...**

Use this dialog to define global score preferences.

Key Command:

**Score Preferences**

(Score Window)

**Score > Options > Import Settings...**

Use this dialog to select screen sets, transform sets, hyper edit sets, score instrument sets, score styles, or score settings. Then, use the "Import" command to choose a song and transfer its settings to the active song.

### **Hyper Edit > About the Hyper Editor**

All Hyper Editor commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Hyper Edit > Hyper > Create Hyper Set**

Creates a new hyper set.

**Hyper Edit > Hyper > Create GM Drum Set**

Creates a new Hyper Set initialized for a GM Drum Set.

**Hyper Edit > Hyper > Clear Hyper Set**

Deletes the active hyper set.

**Hyper Edit > Hyper > Create Event Definition**

Creates a new event definition ("track") in the active hyper set.

Key Command:

**Create Event Definition**

(Hyper Edit)

**Hyper Edit > Hyper > Delete Event Definition**

Deletes the selected event definition ("track") in the active hyper set.

Key Command:

**Delete Event Definition**

(Hyper Edit)

**Hyper Edit > Hyper > Multi Create Event Definition...**

Use this dialog to create several new event definitions ("tracks") in the active hyper set.

Key Command:

**Multi Create Event Definition...**

(Hyper Edit)

**Hyper Edit > Hyper > Convert Event Definition...**

Use this dialog to edit several event definitions ("tracks") in the active hyper set.

Key Command:

**Convert Event Definition...**

(Hyper Edit)

**Hyper Edit > Hyper > Copy Event Definition**

Copies the selected event definition ("track") in the active hyper set.

Key Command:

**Copy Event Definition**

(Hyper Edit)

**Hyper Edit > Hyper > Paste Event Definition**

Inserts a copied event definition ("track") into the active hyper set.

Key Command:

**Paste Event Definition**

(Hyper Edit)

**Hyper Edit > Hyper > Select All Event Definitions**

Selects all event definitions ("tracks") in the active hyper set.

Key Command:

**Select All Event Definitions**

(Hyper Edit)

**Hyper Edit > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Hyper Edit > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Hyper Edit > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Hyper Edit > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Hyper Edit > Edit > Paste at original Position**

Inserts objects from clipboard at their original position.

Key Command:

**Paste at original Position**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Paste Replace**

Inserts objects from clipboard replacing selected objects.

Key Command:

**Paste Replace**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Hyper Edit > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Hyper Edit > Edit > Select All Following**

Selects all following objects in the active window.

Key Command:

**Select All Following**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Inside Locators**

Selects all objects within the locators in the active window.

Key Command:

**Select inside Locators**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Deselect Outside Locators**

Deselects all objects outside the locators in the active window.

Key Command:

**Deselect outside Locators**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Empty Objects**

Selects all empty objects in the active window.

Key Command:

**Select empty Objects**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Overlapped Objects**

Selects all overlapping objects in the active window.

Key Command:

**Select overlapped Objects**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Muted Objects**

Selects all muted objects in the active window.

Key Command:

**Select Muted Objects**

(Arrange Window)

**Hyper Edit > Edit > Select Equal Colored Objects**

Selects all identically colored objects in the active window.

Key Command:

**Select Equal Colored Objects**

(Arrange Window)

**Hyper Edit > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Equal Channels**

Selects all objects in the active window with the same MIDI channel as the currently selected data.

Key Command:

**Select Equal Channels**

(Arrange and Various Sequence Editors)

**Hyper Edit > Edit > Select Equal Subpositions**

Selects all objects in the active window with the same bar position as the currently selected data.

Key Command:

**Select Equal Subpositions**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Set Locators by Objects**

Sets locators at start and end of currently selected objects.

**Hyper Edit > Functions > Quantize Again**

Quantizes the selected objects in the active window once more.

Key Command:

**\*Quantize Again**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > De-Quantize**

De-quantizes the selected objects in the active window.

Key Command:

**De-Quantize**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Erase MIDI Events > Duplicates**

Deletes duplicates of events.

Key Command:

**Erase Duplicated Events**

(Arrange Window)

**Hyper Edit > Functions > Erase MIDI Events > Inside Locators**

Deletes all MIDI events within the locators of the selected sequences.

Key Command:

**Erase inside Locators**

(Arrange Window)

**Hyper Edit > Functions > Erase MIDI Events > Outside Locators**

Deletes all MIDI events outside the locators of the selected sequences.

Key Command:

**Erase outside Locators**

(Arrange Window)

**Hyper Edit > Functions > Erase MIDI Events > Outside Object Borders**

Deletes all MIDI events outside the start and end points of selected sequences.

Key Command:

**Erase outside Object Borders**

(Arrange Window)

**Hyper Edit > Functions > Erase MIDI Events > Unselected within Selection**

Deletes all unselected objects between selected objects.

Key Command:

**Erase Unselected within Selection**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Note Overlap Correction (selected/any)**

Corrects overlapping of any selected note with any other note in the current window.

Key Command:

**Note Overlap Correction**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Note Overlap Correction (selected/selected)**

Corrects overlapping of any selected note with any other selected note in the current window.

**Hyper Edit > Functions > Note Events > Note Overlap Correction for repeated notes**

Corrects overlapping of any selected note with any other identical note in the current window.

**Hyper Edit > Functions > Note Events > Note Force Legato (selected/any)**

Extends the length of any selected notes in the current window until they reach the beginning of the next note along. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

Key Command:

**Note Force Legato**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Note Force Legato (selected/selected)**

Extends the length of any selected notes in the current window until they reach the beginning of the next selected note. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

**Hyper Edit > Functions > Note Events > Select Top Line**

Selects the highest voice, or the highest note of a chord, in the active window.

Key Command:

**Select Top Line**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Select Bottom Line**

Selects the lowest voice, or the lowest note of a chord, in the active window.

Key Command:

**Select Bottom Line**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Lines To Channels**

Assigns the currently selected notes of a chord to different MIDI channels. The first note is assigned to MIDI channel 1, the next lower note to channel 2, etc.

Key Command:

**Lines To Channels**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Note Events > Sustain Pedal to Note Length**

Adjusts the length of the currently selected notes to the length of the sustain pedal events. Sustain messages will no longer be needed and erased afterwards.

Key Command:

**Sustain Pedal to Note Length**

(Arrange and Various Sequence Editors)

**Hyper Edit > Functions > Copy MIDI Events...**

Use the following dialog to copy MIDI events.

Key Command:

**Copy MIDI Events...**

(Global Commands)

**Hyper Edit > Functions > Unlock SMPTE Position**

Unlocks the selected objects from a fixed allocation to SMPTE time.

**Hyper Edit > Functions > Lock SMPTE Position**

Locks the selected objects to the current SMPTE time position to make them independent from measure and tempo.

### **Hyper Edit > Functions > Transform**

Use this function to call up the different presets of the Transform window. Presets defined here will automatically appear in the menu.

**Hyper Edit > View > Scroll in Play**

When activated the window content scrolls rather than the song position line moving in the window.

**Hyper Edit > View > SMPTE Time Ruler**

Displays time and positions in SMPTE units.

Key Command:

**Positions/Time Ruler in SMPTE units**

(Arrange and Various Sequence Editors)

**Hyper Edit > View > Transport**

Shows or hides transport functions in the active window.

**Hyper Edit > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Hyper Edit > View > Scroll To Selection**

Scrolls to the current selection by moving the content of the active window.

Key Command:

**Scroll To Selection**

(Arrange and Various Sequence Editors)

**Hyper Edit > View > Event Float...**

Opens a small floating window containing the data of the selected event.

**Matrix Edit > About the Matrix Edit**

All Matrix Edit commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Matrix Edit > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Matrix Edit > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Matrix Edit > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Matrix Edit > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Matrix Edit > Edit > Paste at original Position**

Inserts objects from clipboard at their original position.

Key Command:

**Paste at original Position**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Paste Replace**

Inserts objects from clipboard replacing selected objects.

Key Command:

**Paste Replace**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Matrix Edit > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Matrix Edit > Edit > Select All Following**

Selects all following objects in the active window.

Key Command:

**Select All Following**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Inside Locators**

Selects all objects within the locators in the active window.

Key Command:

**Select inside Locators**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Deselect Outside Locators**

Deselects all objects outside the locators in the active window.

Key Command:

**Deselect outside Locators**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Empty Objects**

Selects all empty objects in the active window.

Key Command:

**Select empty Objects**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Overlapped Objects**

Selects all overlapping objects in the active window.

Key Command:

**Select overlapped Objects**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Muted Objects**

Selects all muted objects in the active window.

Key Command:

**Select Muted Objects**

(Arrange Window)

**Matrix Edit > Edit > Select Equal Colored Objects**

Selects all identically colored objects in the active window.

Key Command:

**Select Equal Colored Objects**

(Arrange Window)

**Matrix Edit > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Equal Channels**

Selects all objects in the active window with the same MIDI channel as the currently selected data.

Key Command:

**Select Equal Channels**

(Arrange and Various Sequence Editors)

**Matrix Edit > Edit > Select Equal Subpositions**

Selects all objects in the active window with the same bar position as the currently selected data.

Key Command:

**Select Equal Subpositions**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Set Locators by Objects**

Sets locators at start and end of currently selected objects.

**Matrix Edit > Functions > Quantize Again**

Quantizes the selected objects in the active window once more.

Key Command:

**\*Quantize Again**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > De-Quantize**

De-quantizes the selected objects in the active window.

Key Command:

**De-Quantize**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Erase MIDI Events > Duplicates**

Deletes duplicates of events.

Key Command:

**Erase Duplicated Events**

(Arrange Window)

**Matrix Edit > Functions > Erase MIDI Events > Inside Locators**

Deletes all MIDI events within the locators of the selected sequences.

Key Command:

**Erase inside Locators**

(Arrange Window)

**Matrix Edit > Functions > Erase MIDI Events > Outside Locators**

Deletes all MIDI events outside the locators of the selected sequences.

Key Command:

**Erase outside Locators**

(Arrange Window)

**Matrix Edit > Functions > Erase MIDI Events > Outside Object Borders**

Deletes all MIDI events outside the start and end points of selected sequences.

Key Command:

**Erase outside Object Borders**

(Arrange Window)

**Matrix Edit > Functions > Erase MIDI Events > Unselected within Selection**

Deletes all unselected objects between selected objects.

Key Command:

**Erase Unselected within Selection**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Note Overlap Correction (selected/any)**

Corrects overlapping of any selected note with any other note in the current window.

Key Command:

**Note Overlap Correction**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Note Overlap Correction (selected/selected)**

Corrects overlapping of any selected note with any other selected note in the current window.

**Matrix Edit > Functions > Note Events > Note Overlap Correction for repeated notes**

Corrects overlapping of any selected note with any other identical note in the current window.

**Matrix Edit > Functions > Note Events > Note Force Legato (selected/any)**

Extends the length of any selected notes in the current window until they reach the beginning of the next note along. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

Key Command:

**Note Force Legato**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Note Force Legato (selected/selected)**

Extends the length of any selected notes in the current window until they reach the beginning of the next selected note. This creates the same sort of feel you would have got if the notes had been played legato into the sequencer.

**Matrix Edit > Functions > Note Events > Select Top Line**

Selects the highest voice, or the highest note of a chord, in the active window.

Key Command:

**Select Top Line**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Select Bottom Line**

Selects the lowest voice, or the lowest note of a chord, in the active window.

Key Command:

**Select Bottom Line**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Lines To Channels**

Assigns the currently selected notes of a chord to different MIDI channels. The first note is assigned to MIDI channel 1, the next lower note to channel 2, etc.

Key Command:

**Lines To Channels**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Note Events > Sustain Pedal to Note Length**

Adjusts the length of the currently selected notes to the length of the sustain pedal events. Sustain messages will no longer be needed and erased afterwards.

Key Command:

**Sustain Pedal to Note Length**

(Arrange and Various Sequence Editors)

**Matrix Edit > Functions > Copy MIDI Events...**

Use the following dialog to copy MIDI events.

Key Command:

**Copy MIDI Events...**

(Global Commands)

**Matrix Edit > Functions > Unlock SMPTE Position**

Unlocks the selected objects from a fixed allocation to SMPTE time.

**Matrix Edit > Functions > Lock SMPTE Position**

Locks the selected objects to the current SMPTE time position to make them independent from measure and tempo.

**Matrix Edit > Functions > Transform**

Use this function to call up the different presets of the Transform window. Presets defined here will automatically appear in the menu.

**Matrix Edit > View > Scroll in Play**

When activated the window content scrolls rather than the song position line moving in the window.

**Matrix Edit > View > SMPTE Time Ruler**

Displays time and positions in SMPTE units.

Key Command:

**Positions/Time Ruler in SMPTE units**

(Arrange and Various Sequence Editors)

**Matrix Edit > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Matrix Edit > View > White Background**

Switches background color (white) on or off.

Key Command:

**Background Type**

(Arrange Window)

**Matrix Edit > View > Sequence Colors**

When editing several sequences in the matrix editor it can be useful to see which note belongs to which sequence using the colors of the sequences.

**Matrix Edit > View > Scroll To Selection**

Scrolls to the current selection by moving the content of the active window.

Key Command:

**Scroll To Selection**

(Arrange and Various Sequence Editors)

**Matrix Edit > View > Event Float...**

Opens a small floating window containing the data of the selected event.

**Matrix Edit > View > Hyper Draw > off**

Switches off Hyper Draw in selected sequences.

Key Command:

**Hyper Draw: Disable**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Autodefine**

Sets Hyper Draw automatically to the first event of a sequence.

Key Command:

**Hyper Draw: Autodefine**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Channel**

Choose the MIDI channel for display and editing in Hyper Draw.

**Matrix Edit > View > Hyper Draw > Volume**

Displays the selected sequences with Hyper Draw for volume (controller 07).

Key Command:

**Hyper Draw: Volume**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Pan**

Displays the selected sequences with Hyper Draw for panorama (controller 10).

Key Command:

**Hyper Draw: Pan**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Balance**

Displays the selected sequences with Hyper Draw for balance (controller 08).

**Matrix Edit > View > Hyper Draw > Modulation**

Displays the selected sequences with Hyper Draw for modulation (controller 01)

Key Command:

**Hyper Draw: Modulation**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Breath**

Displays the selected sequences with Hyper Draw for breath controller (controller 02).

**Matrix Edit > View > Hyper Draw > Foot Control**

Displays the selected sequences with Hyper Draw for foot controller (controller 04).

**Matrix Edit > View > Hyper Draw > Port.-Time**

Displays the selected sequences with Hyper Draw for portamento time (controller 05).

**Matrix Edit > View > Hyper Draw > Expression**

Displays the selected sequences with Hyper Draw for expression (controller 11).

**Matrix Edit > View > Hyper Draw > Other...**

Use the Other... dialog to enter manually a controller number for display in Hyper Draw.

Key Command:

**Hyper Draw: Other...**

(Arrange Window)

**Matrix Edit > View > Hyper Draw > Channel Pressure**

Displays the selected sequences with Hyper Draw for channel pressure (also called 'after touch').

**Matrix Edit > View > Hyper Draw > Pitch Bend**

Displays the selected sequences with Hyper Draw for pitch bend.

**Matrix Edit > View > Hyper Draw > Program Change**

Displays the selected sequences with Hyper Draw for program change.

**Matrix Edit > View > Hyper Draw > Note Velocity**

Displays the selected sequences with Hyper Draw for velocity (velocity sensitivity of the keys/notes).

**Environment > About the Environment**

All Environment commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Environment > New > Instrument**

Creates a new instrument in the current layer.

Key Command:

**New Instrument**

(Environment Window)

**Environment > New > Multi Instrument**

Creates a new multi instrument in the current layer.

Key Command:

**New Multi Instrument**

(Environment Window)

**Environment > New > Mapped Instrument**

Creates a new mapped instrument in the current layer.

Key Command:

**New Mapped Instrument**

(Environment Window)

**Environment > New > Touch Tracks**

Creates a new Touch Tracks<sup>a</sup> object in the current layer.

**Environment > New > Fader**

Creates a new fader. Use the flip menu to select between several grafically varying fader types. Use the "Specials" menu to select from pre-defined faders internally assigned to certain functions in the program.

Key Command:

**New Fader/Knobs/...**  
(Environment Window)

**Environment > New > Alias**

Creates new alias object for the currently selected object.

**Environment > New > Ornament**

Creates a new ornament object.

**Environment > New > GM Mixer**

Creates a new GM mixer object in the current layer.

**Environment > New > Keyboard**

Creates a new keyboard object in the current layer.

Key Command:

**New Keyboard**

(Environment Window)

**Environment > New > Monitor**

Creates a new monitor object in the current layer.

Key Command:

**New Monitor**

(Environment Window)

**Environment > New > Macro**

Creates a new macro object out of the currently selected objects.

**Environment > New > Arpeggiator**

Creates a new arpeggiator object in the current layer.

Key Command:

**New Arpeggiator**

(Environment Window)

**Environment > New > Transformer**

Creates a new transformer object in the current layer.

Key Command:

**New Transformer**

(Environment Window)

**Environment > New > Delay Line**

Creates a new delay line object in the current layer.

Key Command:

**New Delay Line**

(Environment Window)

**Environment > New > Voice Limiter**

Creates a new voice limiter object in the current layer.

Key Command:

**New Voice Limiter**

(Environment Window)

**Environment > New > Channel Splitter**

Creates a new channel splitter object in the current layer.

Key Command:

**New Channel Splitter**

(Environment Window)

**Environment > New > Chord Memorizer**

Creates a new chord memorizer object in the current layer.

Key Command:

**New Chord Memorizer**

(Environment Window)

**Environment > New > Physical Input**

Creates a new physical input object in the current layer.

**Environment > New > Sequencer Input**

Creates a new sequencer input object in the current layer.

**Environment > New > Midi Metronome Click**

Creates a new MIDI metronome click object in the current layer.

**Environment > New > Internal > AutoLink**

Creates a new autolink object in the current layer.

**Environment > New > MIDI Out Port**

Creates a new MIDI Out Port object in the current layer.

Key Command:

**New MIDI Out Port**  
(Environment Window)

**Environment > New > Audio Object**

Creates a new audio object in the current layer.

Key Command:

**New Audio Object**

(Environment Window)

**Environment > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Environment > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Environment > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Environment > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Environment > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Environment > Edit > Clear Cables only**

Deletes only currently selected cables.

Key Command:

**Clear Cables only**

(Environment Window)

**Environment > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Environment > Edit > Toggle Selection**

Reverses the current selection in the active window. Selects all objects that are not selected, and vice versa.

Key Command:

**Toggle Selection**

(Arrange and Various Sequence Editors)

**Environment > Edit > Select Used Instruments**

Selects all objects addressed by Arrange objects.

Key Command:

**Select Used Instruments**

(Environment Window)

**Environment > Edit > Select Unused Instruments**

Selects all objects not addressed by Arrange objects.

Key Command:

**Select Unused Instruments**

(Environment Window)

**Environment > Edit > Select Cable Destination**

Selects all destination objects of a selected cable connection.

Key Command:

**Select Cable Destination**

(Environment Window)

**Environment > Edit > Select Cable Origin**

Selects all objects leading to a selected source object.

Key Command:

**Select Cable Origin**  
(Environment Window)

**Environment > Edit > Select Similar Objects**

Selects all objects in the active window similar to the currently selected data. Use this function to select for instance all 'A' notes without referring to a certain octave.

Key Command:

**Select Similar Objects**

(Arrange and Various Sequence Editors)

**Environment > Edit > Select Equal Objects**

Selects all objects in the active window corresponding to the currently selected data. Use this function to select for instance all controllers 10 with the value 80.

Key Command:

**Select Equal Objects**

(Arrange and Various Sequence Editors)

**Environment > View > Protect Cabling/Positions**

Protects object positions as well as cabling.

Key Command:

**Protect Cabling/Positions**

(Environment Window)

**Environment > View > Snap Positions**

Moves the selected objects to the next coordinate of the grid.

**Environment > View > Cables**

Shows or hides display of cabling.

Key Command:

**Hide/Show Cables**

(Environment Window)

**Environment > View > Parameters**

Shows or hides parameters in the active window.

Key Command:

**Hide/Show Parameters**

(Various Windows)

**Environment > View > by Text**

Allows to switch to list display in the active window.

**Environment > View > Import Options**

Shows or hides "Import Options" menu.

**Environment > View > Colored Cables**

Use this function to display the cables in the same color as the object they come from.

**Environment > View > Object Colors...**

Opens color palette to assign colors to sequences, instruments, selections, etc.

Key Command:

**Open Object Colors...**

(Global Commands)

**Environment > Options > Mixer Automation > Merge**

Merges new and existing data when recording mixer data.

**Environment > Options > Mixer Automation > Replace**

Replaces existing with new data when recording mixer data.

**Environment > Options > Mixer Automation > Update**

Replaces existing with new data at the same position when recording mixer data.

**Environment > Options > Mixer Automation > Soft Fade Time...**

Allows to set the time for crossfading new and existing data.

**Environment > Options > goto previous Layer**

Displays previous layer.

Key Command:

**goto previous Layer**

(Environment Window)

**Environment > Options > goto Layer of Object**

Switches from 'All Objects' layer to the layer corresponding to the currently selected object.

Key Command:

**goto Layer of Object**

(Environment Window)

**Environment > Options > Reset Selected Faders**

Resets the selected faders.

**Environment > Options > Send All Fader Values except Sysex**

Sends all current Environment fader values except for those defined by SysEx.

Key Command:

**Send All Current Fader Values except Sysex**

(Global Commands)

**Environment > Options > Send All Fader Values**

Sends all current values of the Environment faders.

Key Command:

**Send All Fader Values**

(Environment Window)

**Environment > Options > Send Selected Fader Values**

Sends all current values of the selected faders.

Key Command:

**Send Selected Fader Values**

(Environment Window)

**Environment > Options > Define Custom Bank Messages...**

Use this dialog to enter individual bank change messages for each instrument if the default message type does not comply with standards.

**Environment > Options > Layer > Delete**

Deletes the current layer including all objects.

Key Command:

**Delete Layer**

(Environment Window)

**Environment > Options > Layer > Insert**

Creates a new Environment layer.

Key Command:

**Insert Layer**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Size**

Applies the size of the template to the selected objects.

Key Command:

**Apply Buffer Template to Size**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Position**

Applies the position of the template to the selected objects.

Key Command:

**Apply Buffer Template to Position**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Position and Size**

Applies the position and size of the buffer to any selected objects.

Key Command:

**Apply Buffer Template to Position and Size**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Definition**

Applies the definition of the template to the selected objects.

Key Command:

**Apply Buffer Template to Definition**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Definition, channel increment**

Applies the definition of the template to the selected objects with the number of the MIDI channel being increased continuously.

Key Command:

**Apply Buffer Template to Definition, channel increment**  
(Environment Window)

**Environment > Options > Apply Buffer Template to > Definition, number increment**

Applies the definition of the template to the selected objects with the number of the definition being increased continuously.

Key Command:

**Apply Buffer Template to Definition, number increment**  
(Environment Window)

**Environment > Options > Apply Buffer Template to > Cable(s)**

Applies the cabling of the template to the selected objects.

Key Command:

**Apply Buffer Template to Cable(s)**

(Environment Window)

**Environment > Options > Apply Buffer Template to > Define Template**

Defines the selected object as template.

**Environment > Options > Clean up > Align Objects**

Cleans up the positions of the selected objects.

Key Command:

**Align Objects**

(Environment Window)

**Environment > Options > Clean up > Positions by Grid**

Positions the selected objects by grid.

Key Command:

**Clean up Positions**  
(Environment Window)

**Environment > Options > Clean up > Size by Default**

Sets the size of the selected objects to default object size.

Key Command:

**Reset Sizes**

(Environment Window)

**Environment > Options > Cable serially**

Cables the selected objects serially.

Key Command:

**Cable serially**

(Environment Window)

**Environment > Options > Import Settings...**

Use this dialog to select screen sets, transform sets, hyper edit sets, score instrument sets, score styles, or score settings. Then, use the "Import" command to choose a song and transfer its settings to the active song.

**Environment > Options > Import Environment > Layer...**

Imports a complete layer of a different song file.

**Environment > Options > Import Environment > Custom...**

Imports the environment of a different song. Existing and imported objects are to be assigned manually.

**Environment > Options > Import Environment > Merge**

Imports the complete environment of a different song and adds it to the current song.

**Environment > Options > Import Environment > Update**

Imports the environment of a different song replacing older objects by newer ones.

**Environment > Options > Import Environment > Replace by Port/MIDI Channel**

Imports the environment of a different song replacing objects with the same output and MIDI channel.

**Environment > Options > Import Environment > Replace by Name**

Imports a Environment from an existing Song. Objects with the same name replace one another seamlessly, so there is no duplication.

**Environment > Options > Import Environment > Total Replace**

Imports the environment of a different song replacing the current one.

**Environment > Import > Import Environment using current Assignment**

Imports the environment of a different song using the current mapping of existing and imported objects.

**Environment > Import > Assign as 'Keep'**

Defines the selected objects as "objects to keep".

**Environment > Import > Assign as 'Delete'**

Defines the selected objects as "objects to delete".

**Environment > Import > Assign by Identical**

Defines the selected objects as "objects to replace by identical objects". Objects are compared as to type, icon, name, port, and MIDI channel.

**Environment > Import > Assign by Unique ID**

Assigns the selected objects to objects with the same internal ID.

**Environment > Import > Assign by Port/MIDI Channel**

Defines the selected objects as "objects to replace by objects with identical output and MIDI channel".

**Environment > Import > Assign by Name**

Assigns objects with the most similar name to the selected objects.

**Environment > Import > Assign by Icon/Name**

Assigns objects with the most similar name, and identical icon to the selected objects.

**Environment > Import > Copy Layer Names**

Copies layer names to the current song.

**Environment > Import > Copy Selected Objects from 2nd Environment**

Copies all objects of the second environment which are not assigned to an object.

### **Transport > About the Transport Window**

All Transport commands can be found in local menus in the Transport window.

**Transport > Tempo and Synchronisation > Internal Sync**

Activates internal synchronization. Logic results to be master.

**Transport > Tempo and Synchronisation > SMPTE Sync (MTC)**

Activates SMPTE synchronization via MTC. Logic results to be MTC slave.

**Transport > Tempo and Synchronisation > MIDI Clock Sync**

Activates MIDI clock synchronization. Logic results to be MIDI clock slave.

**Transport > Tempo and Synchronisation > Manual Sync (Tempo Interpreter)**

Activates manual synchronization. This allows to control the tempo via key command "Tap Tempo".

**Transport > Tempo and Synchronisation > Auto Sync In**

Logic locks to MTC or MIDI clock automatically on receiving the sync source.

**Transport > Tempo and Synchronisation > MIDI Machine Control (MMC)**

Switches MMC on or off.

**Transport > Tempo and Synchronisation > Synchronisation...**

Opens a window with all parameters necessary for synchronization.

**Transport > Tempo and Synchronisation > Open Tempo Interpreter...**

Use this function to set the parameters for manual tempo control.

**Transport > Tempo and Synchronisation > Open Tempo Operations...**

Use this function to calculate tempo alterations.

**Transport > Tempo and Synchronisation > Open Graphic Tempo...**

Opens a window to edit the tempo grafically.

**Transport > Tempo and Synchronisation > Open Tempo List...**

Displays a list of tempo changes similar to the event list.

**Transport > View > smaller**

Decreases the size of the Transport window.

**Transport > View > larger**

Increases the size of the Transport window.

**Transport > View > Size**

Allows to directly select the size of the transport window.

**Transport > View > Legend**

Displays a legend showing the names of the assignable controllers.

**Transport > View > Position Slider**

Hides or shows an indicator for the current position relative to the entire song length.

**Transport > View > Use SMPTE View Offset**

Displays any SMPTE time offset defined in "SMPTE View Offset..." menu.

**Transport > View > SMPTE View Offset...**

Use this dialog to define an offset value for the displayed SMPTE time.

**Transport > View > Giant SMPTE Display**

Converts the Transport window into a large display of the current SMPTE time.

**Transport > View > Giant Bar Display**

Converts the Transport window into a large bar display.

**Transport > View > Control Switches Display**

Shows or hides the control switches in the active Transport window.

**Transport > View > Mode Switches Display**

Shows or hides mode switches in the active Transport window.

**Transport > View > Position Display**

Enables or disables position display in the active Transport window.

**Transport > View > Locator Display**

Enables or disables locator display in the active Transport window.

**Transport > View > Tempo/Signature Display**

Shows or hides tempo and signature in the active Transport window.

**Transport > View > MIDI Indicator Display**

Shows or hides the MIDI indicator in the active Transport window.

**Transport > View > All Elements Horizontal**

Arranges all elements of the active Transport window horizontally.

**Transport > View > All Elements Normal**

Arranges all elements of the active Transport window by default.

### **Transport > Recording > Record**

This starts recording. Logic then begins recording on the selected track from the current location of the Song Position Line. You also get a count-in if you've set one up in the Song Settings.

Key Command:

**Record**

(Global Commands)

**Transport > Recording > Record Repeat**

The last recording run is repeated. The last recording you made is erased and recording recommences from the same place you began your last recording run.

Key Command:

**\*Record Repeat**

(Global Commands)

### **Transport > Recording > Record Toggle**

Switches Record Mode on and off. In this way, you can (for example) switch into Record Mode during playback of some previously recorded material. If you do this, playback will not be interrupted.

Key Command:

**\*Record Toggle**

(Global Commands)

**Transport > Recording > Recording Options...**

Opens the Recording Options screen of the Song Settings window.

**Transport > Recording > Punch on the fly**

Allows you to switch into recording at any time during playback. When recording audio you should take particular care with this option; if you don't plan to use it, the best thing to do is switch it off.

**Transport > Recording > Auto Input Monitoring**

Allows you to turn off your audio input monitoring when recording if you don't want it.

Key Command:

**Toggle Auto Input Monitoring**

(Global Commands)

**Transport > Recording > Set Audio Record Path ...**

Opens a dialog where you can set the file path and various options for recording audio data.

Key Command:

**Set Audio Record Path ...**

(Global Commands)

**Transport > Recording > Mixer Automation: Merge**

Merges new mix automation data with the existing data as the new data is recorded.

**Transport > Recording > Mixer Automation: Replace**

As new mix automation data is recorded, it erases any previously recorded data for that section.

**Transport > Recording > Mixer Automation: Update**

As mix automation data is recorded, it replaces existing data in the same position.

**Transport > Recording > Automation Soft Fade Time...**

You can set up a smooth fade from existing mix automation data into new data. This is where you set the crossfade time.

**Audio > About the Audio Window**

All Audio Window commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Audio > Audio File > Add Audio File...**

Use this dialog to add an existing audio file to the current song.

Key Command:

**Add Audio File ...**

(Audio Window)

**Audio > Audio File > Add Region**

Adds a new region to the selected audio file.

Key Command:

**Add Region**

(Audio Window)

**Audio > Audio File > Set Audio Record Path ...**

Opens a dialog where you can set the file path and various options for recording audio data.

**Audio > Audio File > Delete File(s)**

Deletes selected files from hard disk. Attention, this function is irreversible!

Key Command:

**Delete File(s)**

(Audio Window)

**Audio > Audio File > Optimize File(s)**

Optimizes selected audio files, i.e. deletes unused segments and stores used regions next to each other.

Key Command:

**Optimize File(s)**

(Audio Window)

**Audio > Audio File > Backup File(s)**

Creates backup files of the selected audio files.

Key Command:

**Backup File(s)**

(Audio Window)

**Audio > Audio File > Copy/Convert File(s)**

Copies the selected files, and allows you to select a new file format for the copies as it does so.

Key Command:

**Copy/Convert File(s)**

(Audio Window)

**Audio > Audio File > Move File(s)**

Moves selected files to a new folder.

Key Command:

**Move File(s)**

(Audio Window)

**Audio > Audio File > Delete Fade File(s)**

Deletes the files containing Fade data from your hard drive.

**Audio > Audio File > Save Region(s) As...**

Stores selected regions as new file.

**Audio > Audio File > Convert to Wave Stereo**

Creates new stereo Wave files from the selected (stereo) files. These may be used for further processing in other applications.

**Audio > Audio File > Update File Information**

Updates file information for the selected audio files.

**Audio > Audio File > Refresh Overview(s)**

Use this function to recalculate the wave form overview(s) of the selected audio files.

**Audio > Audio File > Add all SSHDR Files**

Enquires after all audio files in attached Soundscape SSHDR1 hardware and lists them in the audio window.

**Audio > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Audio > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Audio > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Audio > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Audio > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Audio > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Audio > Edit > Select Used**

Selects all regions and files used in the Arrange window.

Key Command:

**Select Used**

(Audio Window)

**Audio > Edit > Select Unused**

Selects all regions and files not used in the Arrange window.

Key Command:

**Select Unused**

(Audio Window)

**Audio > Edit > Info**

Displays information as to the used audio files and regions.

**Audio > Edit > Search Zero Crossings**

Activate this function to search zero crossings for cutting the material there. This may lead to a slight deviation from the intended cut but avoids the formation of clicks.

**Audio > Edit > Disconnect selected split stereo file**

Splits left and right track of a selected split stereo file in order to make them editable as two separate mono files.

**Audio > Edit > Reconnect all split stereo file(s)**

Reconnects all split stereo files split by "Disconnect selected stereo file". This function is only accessible if both channels use the same number of regions.

**Audio > View > Files sorted by > None**

Displays audio files unsorted.

**Audio > View > Files sorted by > Name**

Displays audio files sorted by name.

**Audio > View > Files sorted by > Size**

Displays audio files sorted by size.

**Audio > View > Files sorted by > Drive**

Displays audio files sorted by drive.

**Audio > View > Files sorted by > Bit Depth**

Displays audio files in the order of their bit resolution.

**Audio > View > Show File Infos**

Displays information about selected files.

**Audio > View > Show All Regions**

Lists all regions.

Key Command:

**Show All Regions**

(Audio Window)

**Audio > View > Hide All Regions**

Hides all regions.

Key Command:

**Hide All Regions**

(Audio Window)

**Audio > View > Sort Regions by > Start**

Displays regions sorted by starting point.

**Audio > View > Sort Regions by > Length**

Displays regions sorted by length.

**Audio > View > Sort Regions by > Name**

Displays regions sorted by name.

**Audio > View > Show Length as > None**

Displays regions unsorted.

**Audio > View > Show Length as > Min:Sec:Ms**

Displays length in minutes, seconds, and milliseconds.

**Audio > View > Show Length as > Samples**

Displays length as samples.

**Audio > View > Show Length as > SMPTE Time**

Displays length as SMPTE time.

**Audio > View > Show Length as > Bars/Beats...**

Displays length in bars and beats.

**Audio > View > Object Colors...**

Opens color palette to assign colors to sequences, instruments, selections, etc.

Key Command:

**Open Object Colors...**

(Global Commands)

**Audio > Options > Audio Record>Returns**

Opens an Environment window with audio objects.

Key Command:

**Open Audio Record Window...**

(Global Commands)

**Audio > Options > Defragment SSHDR Disk(s)**

Defragments the hard drive(s) in attached SSHDR hardware.

**Audio > Options > Audio Configuration**

Opens a window with a symbolic display of the audio configuration.

Key Command:

**Audio Configuration**

(Global Commands)

**Audio > Options > Sample Rate 44100**

Sets the sample rate to 44100 Hz.

**Audio > Options > Sample Rate 48000**

Sets the sample rate to 48000 Hz. Note that some hardware does not support this sample rate.

**Audio > Options > Sample Rate 88200**

Sets the sample rate to 88200 Hz. Note that some hardware does not support this sample rate.

**Audio > Options > Sample Rate 96000**

Sets the sample rate to 96000 Hz. Note that some hardware does not support this sample rate.

### **Audio > Options > Strip Silence**

Use this dialog to split a selected audio file automatically into regions. All amplitude values below a certain threshold are interpreted as "silence" and cut out. This function allows to define user default settings.

Key Command:

**Strip Silence**  
(Audio Window)

**Sample Edit > About the Sample Editor**

All Sample Editor commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Sample Edit > Audio File > Create Backup**

Creates a backup of the active file.

Key Command:

**Create Backup**

(Sample Edit Window)

**Sample Edit > Audio File > Revert to Backup**

Reverts to the last backup file. All editing since the last storage operation is lost.

Key Command:

**Revert to Backup**

(Sample Edit Window)

**Sample Edit > Audio File > Save A Copy As...**

Stores a copy of the active file under a new name.

Key Command:

**Save A Copy As...**

(Sample Edit Window)

**Sample Edit > Audio File > Save Selection As...**

Stores a copy of the current selection under a new name.

Key Command:

**Save Selection As...**

(Sample Edit Window)

**Sample Edit > Audio File > Update File Information**

Updates file information for the selected audio files.

**Sample Edit > Audio File > Refresh Overview(s)**

Use this function to recalculate the wave form overview(s) of the selected audio files.

**Sample Edit > Edit > Undo**

Cancels the last editing of a song file.

Key Command:

**Undo**

(Global Commands)

**Sample Edit > Edit > Cut**

Deletes the selected portion of data and copies it to the clipboard.

Key Command:

**Cut**

(Global Commands)

**Sample Edit > Edit > Copy**

Copies a selected portion of data to the clipboard.

Key Command:

**Copy**

(Global Commands)

**Sample Edit > Edit > Paste**

Inserts the contents of the clipboard.

Key Command:

**Paste**

(Global Commands)

**Sample Edit > Edit > Clear**

Deletes a selected portion of data.

Key Command:

**Clear**

(Global Commands)

**Sample Edit > Edit > Select All**

Selects all objects in the active window.

Key Command:

**Select All**

(Global Commands)

**Sample Edit > Edit > Region -> Selection**

Sets selection borders to start and end of the current region.

Key Command:

**Region -> Selection**

(Sample Edit Window)

**Sample Edit > Edit > Selection -> Region**

Replaces start and end of the current region by selection borders.

Key Command:

**Selection -> Region**

(Sample Edit Window)

**Sample Edit > Edit > Create New Region**

Creates a new region.

Key Command:

**Create New Region**  
(Sample Edit Window)

**Sample Edit > Edit > Search Zero Crossings**

Activate this function to search zero crossings for cutting the material there. This may lead to a slight deviation from the intended cut but avoids the formation of clicks.

**Sample Edit > Functions > Normalize**

Normalizes selected portions of data, i.e. calculates the maximum level for the highest amplitude of the file. All other data are processed proportionally.

Do not confuse with Normalize function in the Arrange window, which has the same name.

Key Command:

**Normalize**

(Sample Edit Window)

**Sample Edit > Functions > Change Gain...**

Use this dialog to enter a relative numeric value for calculating the required level change for the current selection.

Key Command:

**Change Gain...**

(Sample Edit Window)

**Sample Edit > Functions > Fade In**

Creates a linear fade in for the selected portion of data.

Key Command:

**Fade In**

(Sample Edit Window)

**Sample Edit > Functions > Fade Out**

Creates a linear fade out for the selected portion of data.

Key Command:

**Fade Out**

(Sample Edit Window)

**Sample Edit > Functions > Silence**

Sets the selected portion of data to level 0, i.e. silence.

Key Command:

**Silence**

(Sample Edit Window)

**Sample Edit > Functions > Invert**

Inverts the selected portion of data, i.e. the phase is shifted.

Key Command:

**Invert**

(Sample Edit Window)

**Sample Edit > Functions > Reverse**

Inverts the selected portion of data as to time axis in order to play it backwards.

Key Command:

**Reverse**

(Sample Edit Window)

**Sample Edit > Functions > Trim**

Deletes the regions outside the selected portion of data from the file.

Key Command:

**Trim**

(Sample Edit Window)

**Sample Edit > Functions > Remove DC Offset**

Removes any direct current components from the selected portion of data.

**Sample Edit > Functions > Settings...**

Opens a dialog box where you can enter settings for fade curves or the level for Normalizing.

**Sample Edit > Functions > Adjust Tempo by Selection & Locators**

Adjusts the tempo according to object length. Use the locators to determine the number of bars intended to correspond to the length of the selected objects. This function is implemented to calculate the exact tempo automatically.

**Sample Edit > Functions > Search Peak**

Searches for the passage with the highest level in the current selection.

Key Command:

**Search Peak**

(Sample Edit Window)

**Sample Edit > Functions > Search Silence**

Searches for silent passages in the current selection.

Key Command:

**Search Silence**

(Sample Edit Window)

**Sample Edit > Factory > Time and Pitch Machine...**

Opens the Time and Pitch Machine window to adjust length and pitch for the selected area of an audio file.

Key Command:

**Time and Pitch Machine...**

(Sample Edit Window)

**Sample Edit > Factory > Groove Machine...**

Opens the Groove Machine window to generate a certain swing grid for the selected area of an audio file.

Key Command:

**Groove Machine...**

(Sample Edit Window)

**Sample Edit > Factory > Audio Energizer...**

Opens the Audio Energizer window to calculate a compressed level for the selected area of an audio file.

Key Command:

**Audio Energizer...**

(Sample Edit Window)

**Sample Edit > Factory > Sample Rate Convert...**

Opens the Sample Rate Converter window to adjust the sample rate for the selected area of an audio file.

Key Command:

**Sample Rate Convert...**

(Sample Edit Window)

**Sample Edit > Factory > Silencer...**

Opens the Silencer window to declack the selected area of an audio file.

Key Command:

**Silencer...**

(Sample Edit Window)

**Sample Edit > Factory > Audio to MIDI Groove Template...**

Opens the Audio to MIDI Groove Template window to generate a quantization grid for the selected area of an audio file.

Key Command:

**Audio to MIDI Groove Template...**  
(Sample Edit Window)

**Sample Edit > Factory > Audio to Score...**

Opens the Audio to Score window to generate MIDI data from the selected area of an audio file.

Key Command:

**Audio to Score...**

(Sample Edit Window)

**Sample Edit > Factory > Quantize Engine...**

Opens the Quantize Engine window to quantize the selected area of an audio file.

Key Command:

**Quantize Engine...**

(Sample Edit Window)

**Sample Edit > View > Samples**

Displays length as samples.

**Sample Edit > View > Min:Sec:Ms**

Displays length in Min:Sec:Ms.

**Sample Edit > View > SMPTE Time**

Displays length as SMPTE time.

**Sample Edit > View > Bars/Beats...**

Displays length in bars and beats.

**Sample Edit > View > Amplitude Percentage**

Displays amplitude in percent.

**Sample Edit > View > Amplitude Sample Value**

Displays amplitude as sample values.

**Sample Edit > View > Show as Sample & Hold**

Display of amplitude corresponds to digital data.

**Sample Edit > View > Wave Color...**

Opens the color palette to color sequences, instruments, selections, etc.

**Sample Edit > View > Scroll in Play**

When activated the window content scrolls rather than the song position line moving in the window.

### **Key Commands Window > About Key Commands**

All Key Commands commands are in local menus associated with windows of this type. Therefore they are only visible when a window of this type is active.

**Key Commands Window > Options > Import Key Commands...**

Allows you to import the settings for the Key Commands from an other preferences file.

**Key Commands Window > Options > Copy Key Commands to Clipboard**

Copies the currently displayed Key Commands to the clipboard. They can then be inserted into a word processing software where they can be printed.

**Key Commands Window > Options > Save Preferences**

Normally Logic automatically saves its preferences when it is quit. This option allows you to manually save the preferences.

**Key Commands Window > Options > Scroll To Selection**

Scrolls to the current selection by moving the content of the active window.

**Key Commands Window > Options > Initialize > all Preferences except Commands**

Initializes all preferences except the key commands.

**Key Commands Window > Options > Initialize > all Key Commands**

Initializes all key commands.

**Key Commands Window > Options > Initialize > all MIDI Commands**

Initializes all MIDI commands.

### **Preferences > About the Preferences**

The Preferences are Logic's global settings, which hold sway in all songs at once. All the settings made under «Preferences» can be found in the various panels accessed via the "Options > Settings >" menu.

**Preferences > Communication > AMT (Active MIDI Transmission)**

Switches on Active MIDI Transmission in conjunction with a Unitor 8 interface.

**Preferences > Communication > MIDI Machine Control uses old Fostex Format instead of MMC**

When this option is checked, the old Fostex control message format is transmitted instead of MIDI Machine Control (MMC).

**Preferences > Communication > External Stop ends Record Mode**

When this option is checked, any incoming Stop messages will halt recording.

**Preferences > Communication > Always stop when opening song**

When this option is checked, any Song you open will not begin playing back when you open it, even if it was supposed to do exactly that when you saved it.

**Preferences > Communication > Use AUTOLINK with SoundDiver or SoundSurfer if available**  
AUTOLINK will be used for communication between Logic and SoundDiver or SoundSurfer.

**Preferences > Communication > Allow Song Position Pointer while playing**

Allows transmission of Song Position Pointers during playback. This is not usually necessary.

**Preferences > Communication > AMT Version**

Allows you to choose the AMT version for the support of Unitor 8 or AMT 8.

**Preferences > Global > When Opening a Song, ask to 'Close current Song(s)?'**

When opening a new Song, Logic will ask if it should close the previous one.

**Preferences > Global > Empty Trash after Saving a Song**

The Wastebasket will be emptied automatically when a Song is saved.

**Preferences > Global > Add 'Last Edit Function' to sequence name**

The last editing function carried out on a sequence will be added automatically to the sequence's name.

**Preferences > Global > Disable safety alert for 'Undo'**

This allows you to turn off the 'Are You Sure?' dialog which appears every time you call up the Undo function.

**Preferences > Global > Disable 'Living Groove' connection**

Normally, if you change a sequence which has been defined as a 'Groove Template', the Quantization grid which has been created from it also changes. This option disables the connection between Groove Template sequence and quantization grid.

**Preferences > Global > Enable Catch when sequencer starts**

The 'Catch' function is activated automatically when the sequencer is started.

**Preferences > Global > Enable Catch when moving song position**

The 'Catch' function is activated automatically when the sequencer's position is altered.

**Preferences > Global > Allow Content Catch by Position if Catch and Link enabled**

If this option is checked, the 'Content Catch' function will be switched on in windows where the Catch and Link functions are already active.

**Preferences > Global > Limit dragging to one direction in Matrix and Score**

This option limits the direction in which notes may be dragged in the Matrix and Score editors.

**Preferences > Global > Limit dragging to one direction in Arrange**

This option limits the direction in which objects may be dragged in the Arrange window.

**Preferences > Global > Hide Windows of inactive songs**

Hides all windows containing inactive Songs.

**Preferences > Global > 'Export MIDI File...' saves single sequences as Format 0**

When exporting a MIDI file, file format 0 will be used, provided the data being exported is from a single sequence.

**Preferences > Global > Double Click to open ... in Arrange**

This is where you decide which editor opens when you double-click on a sequence in the Arrange window.

**Preferences > Global > Auto Backup last ... song versions**

If you wish, when a song is automatically backed up, the older versions of it will not be overwritten, but saved with numbers to indicate the order in which they were created. This option allows you to decide the maximum number of old versions the computer will keep.

**Preferences > Display > Wide Song Position Line**

Selects a wider Song Position Line for ease of visibility.

**Preferences > Display > Display Middle C as C3 (Yamaha)**

Middle C is displayed as C3 (as on Yamaha synths).

**Preferences > Display > Allow 'All Objects' layer option in Environment**

With this option, you decide whether you can select the layer in the Environment in which all your objects are displayed.

**Preferences > Display > Sort Instrument menu by Layers**

The entries on the Instrument menu are sorted according to the Environment layer in which they appear.

**Preferences > Display > Sort Instrument menu by Icons**

The entries on the Instrument menu are sorted according to the icon assigned to the instrument.

**Preferences > Display > High Resolution Backgrounds**

A high-resolution graphic is used as the background in all the windows instead of uniform grey.

**Preferences > Display > Display SMPTE Zeros as Spaces**

Zero values in the SMPTE display can be displayed as empty spaces if you wish.

**Preferences > Display > Display SMPTE ...**

Allows you to set up the onscreen format for the SMPTE time display.

**Preferences > Display > Tempo as ...**

Sets the onscreen format of the tempo display.

**Preferences > Display > Clock Format ...**

Allows you to set the onscreen appearance of the bar ruler.

**Preferences > Display > Language...**

Allows you to choose the language in which all menus are displayed.

**Preferences > Display > Version Look...**

Here you may choose either the version 4 or version 3 look.

**Preferences > Score > Dashed Song Position Line**

If you wish, the Song Position Line may be displayed as a broken line.

**Preferences > Score > Show sequence selection colored**

Selected sequences are displayed in color.

**Preferences > Score > Fast (Lower Resolution) Curves on Screen**

A lower resolution (resulting in faster display) may be used to display curves on screen if you wish.

**Preferences > Score > Display all Distance Values in Inches**

This displays all distances in inches.

**Preferences > Score > Open Floating Palettes**

The note symbol palettes can be opened either at their normal size, horizontal or vertical, as you wish.

**Preferences > Score > Double Click Note to open**

This sets whether double-clicking on a note opens the Note Attributes window, Event list, Matrix editor or Hyper editor.

**Preferences > Score > Graphic Export Resolution**

This value sets the resolution of any graphics when exporting notation.

**Preferences > Score > Graphic Export to**

Sets whether graphics are exported to a file or into the Clipboard.

**Preferences > Score > Auto Split Notes at**

When you're playing into the sequencer, notes may be assigned to the left and right hand with the aid of a fixed split point. This sets it up.

**Preferences > Reset Messages > Reset Messages**

This sets up the various reset messages which are sent as MIDI data when the sequencer is halted. Various data types may be sent per port and then reset.

**Preferences > Audio > Sample Edit > Warning before closing Sample Edit**

If this option is checked, you will be asked if you really want to close the Sample Editor when you try to!

**Preferences > Audio > Sample Edit > Warning before process Function in Sample Edit (Key)**

If this option is checked, you will be asked if you're sure you want to when you try to call up a data processing function in the Sample Editor via the keyboard.

**Preferences > Audio > Sample Edit > Warning before process Function in Sample Edit (Menu)**

If this option is checked, you will be asked if you're sure you want to when you try to call up a data processing function in the Sample Editor via the menu.

**Preferences > Audio > Sample Edit > Ask for complete Backup before process in Sample Edit**

If this option is checked, you will be asked if you want to make a backup copy of your data when you call up a data processing function in the Sample Editor.

**Preferences > Audio > Sample Edit > Create Undo file for "Normalize"**

If this option is checked, Logic Audio even creates an Undo file for the Normalize function, which makes it possible to return to the state prior to normalization if you decide afterwards you don't like the effect the processing has had on your file.

**Preferences > Audio > Sample Edit > Temporary fast sample display in Sample Edit**

Here you may temporarily choose to employ a slightly inexact (but faster-redrawing) waveform representation in the Sample Edit window if you wish.

**Preferences > Audio > Display > Display Color in Audio Window**

If this option is active, colours may be displayed in the audio window.

**Preferences > Audio > Display > New Style Audio Objects**

Sets whether audio objects are shown in their old or new form in the Environment.

**Preferences > Audio > Display > Colored Audio Objects (Old Style)**

If this option is checked, you can have old-style audio objects displayed in different colours.

**Preferences > Audio > Global > Release Audio in Background if Stopped**

If Logic is halted and no longer the current application, you can free up external audio hardware, just as with the computer's serial ports.

**Preferences > Audio > Global > Prepare Audio Playback when Stopped**

Activating this setting causes Logic Audio to prepare audio for playback even when the sequencer is halted. This can minimise response time when you initiate playback.

**Preferences > Audio > Global > Create Overview after Recording**

If this option is not checked, Logic will not bother to automatically create the waveform display overview of recorded audio once recording is complete. Of course, if you wish, you may manually instigate this later.

**Preferences > Audio > Global > Force record & convert interleaved into split stereo file(s)**

When activated stereo recording is always done using split stereo files. When opening an interleaved stereo file it is automatically converted into split stereo.

**Preferences > Audio Driver > PC AV > PC AV**

Activates the driver for your computer's internal audio hardware; that is, hardware that can be addressed by your Windows Multimedia driver (eg. soundcards).

**Preferences > Audio Driver > PC AV > Driver**

You select one of your installed multimedia drivers from this menu, and Logic Audio then uses it for audio recording and playback.

**Preferences > Audio Driver > PC AV > Delay**

This value determines the amount of delay applied to audio being recorded or played back via your computer's internal audio hardware.

**Preferences > Audio Driver > PC AV > 20/24 Bit Recording**

When activated a resolution of 20/24 Bit is used for recording.

**Preferences > Audio Driver > PC AV > Control Panel**

Opens the application of the hardware where hardware-specific settings may be configured.

**Preferences > Audio Driver > Audiowerk > Audiowerk**  
Activates the Audiowerk 8 driver.

**Preferences > Audio Driver > Audiowerk > Input**

This is where you decide how to use the input: analog or digital?

**Preferences > Audio Driver > Audiowerk > Monitor Response**

This parameter sets the Audioer 8 monitor signal response time.

**Preferences > Audio Driver > Audiowerk > Monitoring**

If monitoring is on the signal coming into the audio input is directly routed to the output while recording.

**Preferences > Audio Driver > SSHDR > SSHDR**

Activates the driver for connected Soundscape SSHDR hardware.

**Preferences > Audio Driver > SSHDR > Input**

This is where you choose how to use your audio input: analog or digital?

**Preferences > Audio Driver > SSHDR > Mix Inputs during playback**

If so desired, the signals on the SSHDR inputs can be mixed in during playback.

**Preferences > Audio Driver > SSHDR > Mix Mode "Trk 1-4 -> Out1/2, Trk 1-8-> Out3/4"**

If this option is activated, the assignment of the outputs becomes fixed. Channels 1-4 are sent out through the 1/2 output, while the sum of channels 1-8 goes out through the 3/4 output.

**Preferences > Audio Driver > SSHDR > Master Clock (Unit 1)**

Here you select the Master clock source for an attached Soundscape SSHDR unit.

### **Song Settings > About Song Settings**

Song Settings, as the name suggests, are settings specific to individual Songs; ones which only affect the current Song. All the settings made under «Preferences» can be found in the various panels accessed via the "Options > Settings >" menu.

**Song Settings > Recording Options > Merge New Recording With Selected Sequences (r)**

Newly recorded data is merged with the selected sequences.

**Song Settings > Recording Options > Merge only New Sequences in Cycle Record (n)**

If recording is taking place in Cycle mode, any newly created sequences are merged with existing sequences on the same track.

**Song Settings > Recording Options > Auto Mute in Cycle Record (m)**

In Cycle mode, previously recorded sequences are muted automatically.

**Song Settings > Recording Options > Auto Create Tracks in Cycle Record (c)**

In Cycle mode, recorded sequences are automatically placed on a new track.

**Song Settings > Recording Options > Auto Demix by channel if Multitrack Recording**

When recording on multiple MIDI tracks events are automatically demixed to the channel of the instruments on those tracks.

**Song Settings > Recording Options > Allow Tempo Change Recording**

Allows tempo changes to be recorded.

**Song Settings > Recording Options > MIDI Data Reduction**

Following recording, the amount of resultant audio data will be reduced by complex processing to the bare minimum required.

**Song Settings > Recording Options > Click while playing (p)**

Activates the metronome during playback.

**Song Settings > Recording Options > Click while recording (e)**

Activates the metronome while recording.

**Song Settings > Recording Options > Polyphonic Clicks**

Allows different metronomes to be used simultaneously.

**Song Settings > Recording Options > Speaker Click**

Activates the metronome via the internal loudspeaker.

**Song Settings > Recording Options > MIDI Click**

Switches the metronome to output via MIDI.

**Song Settings > Recording Options > Count-in**

This menu determines the length of the count-in when commencing recording.

**Song Settings > Recording Options > Click only during Count-in (Record)**

The metronome only sounds during the count-in.

**Song Settings > MIDI Options > Input Filter**

Deactivating an event symbol means that these events will be filtered before recording and so will not be stored with the other recorded data.

**Song Settings > MIDI Options > Sysex with MIDI Thru function**

Switches the SysEx Thru function on or off, so that SysEx may be passed via MIDI Thru or not.

**Song Settings > MIDI Options > Instrument without MIDI Thru function**

Any instruments selected in this menu will not have MIDI data passed through them.

**Song Settings > MIDI Options > Transmit MIDI Clock**

Activates MIDI Clock transmission. The port to which MIDI Clock may be sent can also be included here.

**Song Settings > MIDI Options > Transmit MTC (MIDI Time Code)**

Activates transmission of MTC (MIDI Time Code). The port to which MTC may be sent can also be included here.

**Song Settings > MIDI Options > Auto Sync In**

When this function is active, Logic automatically syncs to MIDI Clock or MTC as soon as either of these are received.

**Song Settings > MIDI Options > MMC (MIDI Machine Control)**

Switches MMC on or off.

Key Command:

**MIDI Machine Control**

(Global Commands)

**Song Settings > MIDI Options > Send Used Instr. MIDI Settings after loading**  
Instrument settings are automatically transmitted after the Song is loaded.

**Song Settings > MIDI Options > Send All Fader Values after loading**

Fader settings are automatically transmitted after the Song is loaded.

**Song Settings > MIDI Options > MIDI Remote**

This enables remote control of Logic via MIDI in accordance with the Key Commands settings.

### **Song Settings > Chase Events > Chase Events**

When playback starts, Logic seeks out any data events of the selected type that are relevant to playback of the current section (pitch-bend or other control messages, for example) and retransmits these.

**Song Settings > Chase Events > Chase Control 0-15**

Activates the Chase function for MIDI controllers 0 to 15.

**Song Settings > Chase Events > Chase Control 64-71**

Activates the Chase function for MIDI controllers 64 to 71.

**Song Settings > Chase Events > Chase all other Controls**

Activates the Chase function for all other MIDI controller numbers.

**Song Settings > Chase Events > Chase sustained Notes**

Activates the Chase function for any notes being held by Sustain messages.

**Song Settings > Chase Events > Chase Notes in 'No Seq Trp' instruments**

Activates the Chase function for any instruments set not to transpose via the 'No Seq Trp' parameter.

**Song Settings > Chase Events > Chase sep. channels in 'All Cha' instruments**

Activates the Chase function for any instruments set to 'All Cha'.

**Song Settings > Chase Events > Chase on Cycle Jump**

Activates the Chase function in Cycle mode.

**Song Settings > Chase Events > Chase Notes on Cycle Jump**

Activates the Chase function for notes in Cycle mode.

**Song Settings > Chase Events > Send full MIDI Reset before Chasing**

Transmits MIDI Reset messages before the transmission of Chase data.

**Song Settings > Chase Events > Chase Text Meta Events**

Activates the Chase function for Text Meta Events.

**Song Settings > Score: Global Format > Top Margin**

Sets the size of the top page margin for score display or printing.

**Song Settings > Score: Global Format > Bottom Margin**

Sets the size of the bottom page margin for score display or printing.

**Song Settings > Score: Global Format > Left Margin**

Sets the size of the left page margin for score display or printing.

**Song Settings > Score: Global Format > Right Margin**

Sets the size of the right page margin for score display or printing.

**Song Settings > Score: Global Format > Header Space**

Sets the size of the header area for score display or printing.

**Song Settings > Score: Global Format > Line Distance**

Sets the spacing of the lines on the staff.

**Song Settings > Score: Global Format > Max. Bars/Line**

Sets the maximum number of bars that can be shown on one line.

**Song Settings > Score: Global Format > Constant Spacing**

This parameter sets the spacing between notes or rests to a constant size, irrespective of the length of the notes or rests concerned.

**Song Settings > Score: Global Format > Proportional Spacing**

This parameter sets the spacing between notes or rests according to their length.

**Song Settings > Score: Global Format > Slash Spacing**

Sets the size of the horizontal spacing between beat slashes.

**Song Settings > Score: Global Format > Default Pedal Position**

This sets the vertical spacing for any recorded sustain pedal event notation.

**Song Settings > Score: Global Format > Beaming Slant Factor**

Sets the relationship between the interval between notes and the angle of any note beam between them.

**Song Settings > Score: Global Format > Min. Slant**

This setting determines the minimum note beam slant.

**Song Settings > Score: Global Format > Max. Slant**

This setting determines the maximum note beam slant.

**Song Settings > Score: Global Format > Add Bracket Space**

Adds additional space for brackets.

**Song Settings > Score: Global Format > "Open" Single Staves**

Sets single staves to be displayed 'open'.

**Song Settings > Score: Global Format > Justify Last Staff**

'Justifies' the last bar on a line so that it is stretched to extend to the right edge of the page.

**Song Settings > Score: Global Format > Hide Muted Sequences**

Muted sequences are not depicted on your notated scores.

**Song Settings > Score: Global Format > Hide Muted Tracks**

Muted tracks are not depicted on your notated scores.

**Song Settings > Score: Global Format > Alternate Repeat Symbols**

Repeat symbols may be shown in 'Real Book' style if you wish.

**Song Settings > Score: Global Format > German Chord Symbols**

Activates the use of German chord symbols (ie. H is used instead of B).

**Song Settings > Score: Numbers & Names > Page Numbers > Page Numbers**

Turns on automatic page numbering.

**Song Settings > Score: Numbers & Names > Page Numbers > Hor. Position**

Sets the horizontal position of the page number.

**Song Settings > Score: Numbers & Names > Page Numbers > Vert. Position**

Sets the vertical position of the page number.

**Song Settings > Score: Numbers & Names > Page Numbers > Page Offset**

Sets the horizontal spacing of the page number.

**Song Settings > Score: Numbers & Names > Page Numbers > Hor. Distance**

Sets the horizontal spacing of the page number.

**Song Settings > Score: Numbers & Names > Page Numbers > Vert. Distance**

Sets the vertical spacing of the page number.

**Song Settings > Score: Numbers & Names > Page Numbers > Font**

Sets the page number font.

**Song Settings > Score: Numbers & Names > Page Numbers > Size**

Sets the page number type size.

**Song Settings > Score: Numbers & Names > Page Numbers > Face**

Sets the page number type style (bold, italic etc.).

**Song Settings > Score: Numbers & Names > Page Numbers > Hide 1st Page Number**

Suppresses display of the first page number (as you might have guessed)

**Song Settings > Score: Numbers & Names > Page Numbers > Prefix**

Here you may enter a prefix to the page numbers if you wish.

**Song Settings > Score: Numbers & Names > Bar Numbers > Bar Numbers**  
Switches on automatic bar numbering.

**Song Settings > Score: Numbers & Names > Bar Numbers > Vert. Position**

Sets the vertical position of the bar number relative to the staff.

**Song Settings > Score: Numbers & Names > Bar Numbers > Step**

Sets the step size for bar numbering.

**Song Settings > Score: Numbers & Names > Bar Numbers > Bar Offset**

Here you may enter an offset for the bar number if you wish.

**Song Settings > Score: Numbers & Names > Bar Numbers > Start with**  
Sets the number at which bar numbering commences.

**Song Settings > Score: Numbers & Names > Bar Numbers > Font**

Sets the bar number font.

**Song Settings > Score: Numbers & Names > Bar Numbers > Size**

Sets the bar number type size.

**Song Settings > Score: Numbers & Names > Bar Numbers > Face**

Sets the bar number type style (bold, italic etc.).

**Song Settings > Score: Numbers & Names > Bar Numbers > Count Mult. Rests**

Multi-bar rests are still counted when calculating the bar number.

**Song Settings > Score: Numbers & Names > Bar Numbers > Show at Double Bars**

Bar numbers are shown at double bars.

**Song Settings > Score: Numbers & Names > Bar Numbers > Top/Bottom Staff only**  
Only the top and bottom staves on a page will be numbered.

**Song Settings > Score: Numbers & Names > Instrument Names > Instrument Names**

Instrument names will be displayed on the score.

**Song Settings > Score: Numbers & Names > Instrument Names > Position**

Determines whether instrument names are printed next to or above the staves.

**Song Settings > Score: Numbers & Names > Instrument Names > Align**

Sets the alignment of the instrument names.

**Song Settings > Score: Numbers & Names > Instrument Names > 1st. Staff**

Sets the form of the name on the first page.

**Song Settings > Score: Numbers & Names > Instrument Names > Other Staves**

Sets the form of the name on all the following pages.

**Song Settings > Score: Numbers & Names > Instrument Names > Font**

Sets the instrument name font.

**Song Settings > Score: Numbers & Names > Instrument Names > Size**

Sets the instrument name type size.

**Song Settings > Score: Numbers & Names > Instrument Names > Face**

Sets the instrument name type style (bold, italic etc.).

**Song Settings > Score: Guitar Tablature > Name**

Here you may enter the names of the 12 sets of tablature assignments.

**Song Settings > Score: Guitar Tablature > Strings**

Sets the number of strings in the tablature assignment.

**Song Settings > Score: Guitar Tablature > Assign**

Controls the automatic assignment of notes to strings.

**Song Settings > Score: Guitar Tablature > Font**

Sets the guitar tablature font.

**Song Settings > Score: Guitar Tablature > Size**

Sets the guitar tablature type size.

**Song Settings > Score: Guitar Tablature > Face**

Sets the guitar tablature type style (bold, italic etc).

**Song Settings > Score: Guitar Tablature > Alignment**

Sets the guitar tablature type alignment.

**Song Settings > Score: Guitar Tablature > Bass String**

Sets the thickness of the bass string line.

**Song Settings > Score: Guitar Tablature > 1/1, 1/2 Notes**

Displays 1/1 and 1/2 with a circle around them.

**Song Settings > Score: Clefs & Signatures > Clefs > Every Staff**

Prints the clef on every staff.

**Song Settings > Score: Clefs & Signatures > Clefs > First Staff on Every Page**

Prints the clef on just the first staff on every page.

**Song Settings > Score: Clefs & Signatures > Clefs > First Staff on Page 1**

Prints the clef on just the first staff of the first page.

**Song Settings > Score: Clefs & Signatures > Clefs > Hide All**

Hides the clef altogether.

**Song Settings > Score: Clefs & Signatures > Clefs > Display Warnings at Line Breaks**

If a clef change occurs over a line break, this will be displayed at the end of the previous line.

**Song Settings > Score: Clefs & Signatures > Clefs > Smaller Clef Changes**

At points where the clef changes, the new clef may be displayed smaller than the main clef if desired.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Every Staff**

Prints the key signature on every staff.

**Song Settings > Score: Clefs & Signatures > Key Signatures > First Staff on Every Page**

Prints the key signature on just the first staff on every page.

**Song Settings > Score: Clefs & Signatures > Key Signatures > First Staff on Page 1**

Prints the key signature on just the first staff of the first page.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Hide All**

Hides the key signature altogether.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Display Warnings at Line Breaks**

If a key change occurs over a line break, this will be displayed at the end of the previous line.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Automatic Key Transposition**

If you turn this option off, global accidentals will not appear when you transpose the score style.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Minimize Transposed Accidentals**

If this option is active, Logic will enharmonically shift the key depicted on the score if this results in the need to print less accidentals.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Show Naturals**

When this option is active, following key changes natural symbols will be shown on differing accidentals of the previous key.

**Song Settings > Score: Clefs & Signatures > Key Signatures > Show Grace Accidentals**

Grace Accidentals are shown.

**Song Settings > Score: Clefs & Signatures > Time Sign. > Every Staff**

The time signature is shown on every staff.

**Song Settings > Score: Clefs & Signatures > Time Sign. > First Staff on Every Page**

The time signature is shown just on the first staff of every page.

**Song Settings > Score: Clefs & Signatures > Time Sign. > First Staff on Page 1**

The time signature is shown just on the first staff of the first page.

**Song Settings > Score: Clefs & Signatures > Time Sign. > Hide All**

Hides the time signature altogether.

**Song Settings > Score: Clefs & Signatures > Time Sign. > Display Warnings at Line Breaks**

If a time signature change occurs over a line break, this will be displayed at the end of the previous line.

**Song Settings > Score: Clefs & Signatures > Time Sign. > Hide Barlines**

Hides all barlines.

**Song Settings > Score: Extended Layout Parameters > Stavelines**

Determines the thickness of the lines on the staff.

**Song Settings > Score: Extended Layout Parameters > Stems**

Determines the thickness of the note stems.

**Song Settings > Score: Extended Layout Parameters > Leger Lines**

Determines the thickness of the extra lines added when a note sits above or below the staff.

**Song Settings > Score: Extended Layout Parameters > Barlines**

Determines the thickness of the bar lines.

**Song Settings > Score: Extended Layout Parameters > Endlines**

Determines the thickness of the end lines.

**Song Settings > Score: Extended Layout Parameters > Tuplet Brackets**

Determines the thickness of the tuplet brackets.

**Song Settings > Score: Extended Layout Parameters > Text Boxes**

Determines the thickness of the rims around the text boxes.

**Song Settings > Score: Extended Layout Parameters > Crescendi**

Determines the thickness of the crescendo lines and accents.

**Song Settings > Score: Extended Layout Parameters > Dot/Note Distance**

Sets the distance between a note head and a dot in dotted notes.

**Song Settings > Score: Extended Layout Parameters > Dot/Dot Distance**

Sets the distance between dots in dotted notes with several dots.

**Song Settings > Score: Extended Layout Parameters > Acc./Note Distance**

Sets the distance between the accidental and the note head.

**Song Settings > Score: Extended Layout Parameters > Acc./Acc. Distance**

Sets the distance between the accidental and other accidentals.

**Song Settings > Score: Extended Layout Parameters > Stem Length**

Determines the length of the note stems.

**Song Settings > Score: Extended Layout Parameters > Hor. Tie Position**

Sets the horizontal distance between a note head and a tie symbol.

**Song Settings > Score: Extended Layout Parameters > Vert. Tie Position**

Sets the vertical distance between a note head and a tie symbol.

**Song Settings > Score: Extended Layout Parameters > Tie Thickness**

Sets the thickness of tie symbols.

**Song Settings > Score: Extended Layout Parameters > Slur Thickness**

Sets the thickness of slur symbols.

**Song Settings > Score: Extended Layout Parameters > Chord Symbol Alignment**

Sets the alignment of the chord symbols.

**Song Settings > Score: Extended Layout Parameters > Factory Defaults**

Resets Logics extended layout settings to default values.

**Song Settings > Score: Midi Meaning > Symbol**

Determines the effect of all these symbols on MIDI velocity and Note length.

**Song Settings > Score: Midi Meaning > Velocity**

Sets the amount of velocity change that occurs on notes to which this symbol has been added.

**Song Settings > Score: Midi Meaning > Length**

Sets the amount of length change that occurs on notes to which this symbol has been added.

