

# ARDOUR Shortcuts

## SAE/German w/o Keypad

### Transport & Recording Control

toggle roll	<space>
loop play (the loop range)	l
engage record	Shift+r
start recording	Command+<space>
fast forward	Command+→
rewind	Command+←
transition to reverse	Command+↓
transition to roll	Command+↑
toggle click (metronome)	7
toggle auto input	6
toggle auto return	5
toggle auto play	4
toggle auto-punch status	p
destroy last recording	Command+Delete
stop and destroy capture	Command-.

### Session & File Handling

open a new session	Command+n
open a recent session	Command+Shift+o
open an existing session	Command+o
add track(s) or bus(es)	Command+Shift+n
snapshot session ("save as")	Command+Shift+s
save session	Command+s
import audio files	Command+i
export the session	Command+e
quit	Command+q

### Changing What's Visible

scroll up	Page Up
scroll down	Page Down
zoom in	t
zoom out	r
zoom to entire session	Option+z
zoom to selected region(s)	z
toggle last 2 zoom states	Shift+z
move selected tracks down	Shift+↓
move selected tracks up	Shift+↑
toggle editor window mixer	Shift+e

### Window Visibility

toggle fullscreen editor window	F2
rotate editor & mixer windows	Option+m
toggle big clock	Option+b
toggle color manager	Option+c
toggle locations dialog	Option+l
toggle key bindings dialog	Option+k
toggle rhythm ferret window	Option+f
toggle preferences dialog	Option+o
toggle theme manager	Option+t

### Editing with Edit Point

Most edit functions operate on a single "Edit Point". The Edit point can be any of: playhead (default), the mouse or an active marker. The choice of Edit Point is by default linked to the Zoom Focus.

split	Y
trim back	d
trim front	a
trim region end to edit point	Shift+}
trim region start to edit point	Shift+{
nudge forwards	h
nudge backwards	g
set sync position	u
insert from region list	i
cycle to next grid unit	3
cycle to next grid snap mode	2
cycle to next edit mode	1

### Aligning with the Edit Point

Align operations move regions so that their start/end/sync point is at the edit point. "Relative" aligns just the first region and moves other selected regions accordingly.

align sync points relative	<
align sync points	Option+<
align start(s) relative	Control+<
align start(s)	Control+Option+<
align ends relative	Command+<
align end(s)	Command+Option+<

### Edit Point Playback

play selected regions	s
play edit range	Option+<space>
play from edit point	Control+<space>

### Moving the Playhead

A left click in the rulers positions the Playhead, unless Ardour is recording.

position playhead at mouse	w
center the playhead	Escape
goto start marker	Home
goto end marker	End
nudge playhead forward	Shift+→
nudge playhead backwards	Shift+←
to next mark/range	Command+Option+→
to next transient	Option+→
to next grid point	Shift+Control+→
to next region start/end	→
to previous mark/range	Command+Option+←
to previous transient	Option+←
to previous grid point	Shift+Control+←
to previous region start/end	←
to edit point	Return
toggle playhead tracking	f

### Region Operations

transpose	Control+t
reverse	Control+r
increase region gain	k
reduce region gain	j
mute/unmute	m
normalize	n
lock/unlock	Control+l
multi-duplicate	Command+Shift+d
duplicate (once)	Command+d
toggle fade out active	Option+e
toggle fade in active	Option+q
set fade out length	e
set fade in length	q
move to original position	Control+o
export selected regions	Command+Shift+e

### Edit Range

There are only a few functions that refer to an "Edit Range". The current edit range is defined using combinations of the possible edit points: Playhead, Marker or Mouse.

Edit Point	Active Mark?	Edit Range
Playhead	no	from Playhead to Mouse
Playhead	yes	from Playhead Active Mark
Mouse	no	from Mouse to Playhead
Mouse	yes	from Mouse to Active Mark
Marker	no	No edit range defined
Marker	yes	from Active Mark to Mouse
paste	Command+v	
copy	Command+c	
crop	c	
cut	Command+x	
separate	x	

### Selecting

select next track/bus	↓
select previous track/bus	↑
all before playhead	Shift+Home
all before edit point	Command+Shift+Home
all after playhead	Shift+End
all after edit point	Command+Shift+End
all in loop range	Shift+l
all enclosed by edit range	Shift+Option+a
all present in edit range	Shift+a
select everything	Command+a
all in punch range	Shift+p
invert selection	Shift+i

## Defining a Loop, a Punch Range and Tempo Changes

set tempo (1 bar) from edit range	0
set tempo (1 bar) from region(s)	Control+0
set punch range from region(s)	Control+9
set punch range from edit range	9
set loop range from region(s)	Control+8
set loop range from edit range	8

## Markers & Locations

The “move” commands all move the active marker(s).

move to next region start/end	Command+Shift+→
move to next region sync point	Shift+Option+←
move to prev. region start/end	Command+Shift+←
move to prev. region sync	Shift+Option+←
move to playhead	Option+Return
add mark at playhead	b

## Mouse Usage

Right click on most objects and controls displays a context menu. Shift+Right click deletes most objects. Ctrl+Right click will allow editing of several objects. OS X users without a 3 button mouse can use Option+Ctrl+Left to simulate “Middle” for some purposes. Use F1 to step through mouse modes.

## Mouse Object Mode

This mode provides many different operations on both regions and control points.

select	left+click <i>on waveform</i>
extend selection	Shift+left+click <i>on waveform</i>
add/remove selection	Cmd+left+click <i>on waveform</i>
move region	left+drag <i>on waveform</i>
copy+move region	Cmd+left+drag <i>on waveform</i>
fixed time copy+move	Cmd+middle+drag <i>on waveform</i>
fixed time move	middle+drag <i>on waveform</i>
lower region	Opt+Shift+middle <i>on waveform</i>
raise region	Shift+middle <i>on waveform</i>
slip audio in region	Cmd+left+drag <i>in trim bar</i>
set region start	left+click <i>in trim bar</i>
set region end	middle <i>in trim bar</i>
adjust region start/end	left+drag <i>near ends of trim bar</i>
add control point	left+click <i>in auto track</i>
move control point	left+drag <i>on point</i>
fixed time adjust	middle+drag <i>on point</i>
move point+later points	Cmd+left+drag <i>on point</i>
fixed time move	Cmd+middle+drag <i>on point</i>
point+later points	
move line segment	left+drag <i>on line</i>
rubber+band select	Cmd+Opt+left+drag <i>on regions</i>
rubber+band select	left+drag <i>in auto track</i>
control points	
rubber+band select	left+drag <i>empty space</i>

## Mouse Zoom Mode

zoom to session	Cmd+middle
zoom out	middle
zoom in	left+click
define the new visible area	left+drag

## Mouse Ops on Solo/Mute/Rec+enable

learn MIDI control	Cmd+middle
apply to all tracks/busses	Shift+Cmd+left+click
apply to edit/mix group	Cmd+left+click
momentary switch	middle
apply to track or active group	left+click

## Mouse Ops on Solo Buttons only

exclusive solo	Cmd+Opt+left+click
temporary latched solo	Shift+left+click

## Mouse Ops on Faders

learn MIDI control	Cmd+middle
reset fader	Shift+left+click
drag finest control	Opt+Cmd+left+click
finer control	Cmd+left+drag
operate fader	left+drag

Copyright © 2008 ardour.org  
<http://ardour.org/manual/>



# ARDOUR