# ARDOUR Shortcuts
# Mnemonic US-Keypad

## Transport & Recording Control

```
destroy last recording      Control+Delete
engage record               Shift+r
fast forward                Shift+→
loop play (the loop range)  l
rewind                      Shift+←
start recording             Shift+space
stop and destroy            Control+space
toggle auto input           6
toggle auto play            4
toggle auto return          5
toggle auto-punch status    p
toggle playhead tracking    Control+f
toggle roll                 space
toggle track rec-enable     Alt+b
transition to reverse       Shift+↓
transition to roll          Shift+↑
```

## Session & File Handling

```
add track(s) or bus(ses)  Control+Shift+n
export session            Win+e
import audio files        Alt+i
open a new session        Control+n
open a recent session     Control+Shift+o
open an existing session  Control+o
quit                      Control+q
save session              Control+s
snapshot session          Control+Shift+s
```

## Changing What's Visible

```
fit tracks vertically         f
move selected tracks down     Control+↓
move selected tracks up       Control+↑
scroll down (page)            Page Down
scroll down (step)            ↓
scroll up (page)              Page Up
scroll up (step)              ↑
toggle editor window mixer    Shift+e
toggle last 2 zoom states     Shift+z
zoom (x) to selected region(s)  Control+Alt+z
zoom (x+y) to selected region   Alt+z
zoom in                       =
zoom out                      -
```

## Window Visibility

```
toggle locations dialog        Alt+l
focus on main clock            KP_Divide
rotate editor & mixer window   Alt+m
toggle big clock               Alt+b
toggle color manager           Alt+c
toggle editor window           Alt+e
toggle fullscreen editor window F11
toggle key bindings editor     Alt+k
toggle preferences dialog      Alt+o
toggle rhythm ferret window    Alt+f
```

## 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.

```
EP to next region sync             ;
EP to previous region sync         '
cycle to next edit mode            1
cycle to next grid snap mode       2
cycle to next grid unit            3
insert from region list            i
insert time                        Control+t
move EP to playhead                Alt+Return
next EP w/marker                   Control+^
next EP w/o marker                 `
trim back                          k
trim front                         j
trim region end to edit point      Shift+}
trim region start to edit point    Shift+{
```

## Aligning with the Edit Point

Align operations move regions so that their start/end/sync point is at the edit point. "Relative" operations just align the first region and moves other selected regions to maintain relative positioning.

```
align end(s)                 Alt+a
align start(s)               Control+Win+a
align start(s) relative      Win+a
align sync point relative    >
align sync points            Shift+a
align sync points (relative) a
```

## Edit Point Playback

```
play edit range        Alt+space
play from EP & return  Win+space
play selected region(s) h
```

## Moving the Playhead

A left click in the rulers positions the playhead unless Ardour is recording. You can use KP_n to move the playhead to the n-th marker.

```
nudge backward          Alt+←
nudge forwards          Alt+→
to edit point           Return
to end marker           End
to next grid point      Shift+Win+→
to next mark            Ctl+KP_Right
to next region edge     →
to next region edge     Win+→
(ignore selection)
to next region sync     Ctl+Alt+→
to next transient       Ctl+→
to previous edge        Win+←
(ignore selection)
to previous grid point  Shift+Win+←
to previous mark        Ctl+KP_Left
to previous region edge ←
to previous region sync Ctl+Alt+←
to previous transient   Ctl+←
to start marker         Home
to zero                 KP_0
```

## Region Operations

```
duplicate region (multi)   Shift+d
duplicate region (once)    d
export selected region(s)  Control+Win+e
increase region gain       ^
move to original position  Win+o
mute/unmute                Control+m
normalize                  n
nudge backward             KP_Subtract
nudge forward              KP_Add
reduce region gain         &
reverse                    Alt+r
set fade in length         /
set fade out length        \
set fade out length        e
set region sync point      v
split                      s
toggle MIDI note editing   Control+m
toggle fade in active      Control+/
toggle fade out active     Control+\
transpose                  Alt+t
```

## 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 to Active Marker |
| Mouse | no | from Mouse to Playhead |
| Mouse | yes | from Mouse to Active Marker |
| Marker | no | *No edit range defined* |
| Marker | yes | from Active Marker to Mouse |

```
copy      Control+c
cut       Control+x
delete    Delete
paste     Control+v
redo      Control+r
undo      Control+z
```

## Selecting

```
all after playhead          Shift+Control+p
all before playhead         Control+p
all enclosed by edit range  Control+u
all present in edit range   u
convert edit range to range F6
invert selection            Shift+i
select all after EP         Control+Shift+e
select all before EP        Control+e
select all in loop range    Control+l
select all in punch range   Control+d
select everything           Control+a
select next track/bus       Alt+↓
select previous track/bus   Alt+↑
```

## Defining Loop, Punch Range and Tempo Changes

```
set loop range from edit range    ]
set loop range from region(s)     Alt+]
set punch range from edit range   [
set punch range from region(s)    Alt+[
set tempo (1 bar) from edit range 0
set tempo (1 bar) from region(s)  9
```

## Markers & Locations

The "move" commands all move the active marker(s). Jump to the first 9 markers using the keypad digits 1-9 (requires numlock).

```
add mark at playhead       KP Enter
move to next region edge   Ctl+Shift+→
move to prev.  region edge Ctl+Shift+←
```

## Mouse Modes

```
object mode      o
range mode       r
region gain mode g
timefx mode      t
zoom mode        z
```

## Mouse Object Mode

This mode provides many different operations on both regions and control points, partially depending on where you click/drag with the mouse. The "body" of a region is the area where the waveform is displayed.

```
add control point      left-click in auto track
add/remove selection   Ctl+left-click on body
adjust region edges    left-drag near ends of trim bar
copy+move region(s)    Ctl+left-drag on body
extend selection       Shift+left-click on body
fixed time adjust      middle-drag on point
fixed time copy+move   Ctl+middle-drag on body
fixed time move        middle-drag on body
fixed time move        Ctl+middle-drag on point
lower region           Alt+Shift+midde on body
move control point     left-drag on point
move line segment      left-drag on line
move point+later points Ctl+left-drag on point
move region(s)         left-drag on body
raise region           Shift+middle on body
rubber-band select     Ctl+Alt+left-drag on regions
rubber-band select     left-drag empty space
rubber-band select     left-drag in auto track
control points
select                 left-click on body
set region end         middle in trim bar
set region start       left-click in trim bar
slip audio in region   Ctl+left-drag in trim bar
```

## Mouse Zoom Mode

```
define the new visible area left+drag
zoom in                      left-click
zoom out                     middle-click
zoom to session              Ctl+middle
```

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

```
apply to all tracks/busses     Ctl+Shift+left-cli
apply to group                 Ctl+left-click
apply to track or active group left-click
learn MIDI control             Ctl+middle-click
momentary switch               middle-click
```

## Mouse Ops on Solo Buttons only

```
exclusive solo       Ctl+Alt+left-click
temporary latched solo Shift+left-click
```

## Mouse Ops on Faders & Plugin Controls

```
adjust              left-drag
fine-drag control   Ctl+left-drag
finest-drag control Ctl+Alt+left-drag
learn MIDI control  Ctl+middle-click
reset to default    Shift+left-click
```

http://ardour.org/manual