



## Appendix III - Shortcut Reference

### Introduction

Shortcuts are used to simplify repetitive tasks, provide access to common menu items and provide ways to access advanced features within LiveStage Professional.

### Menu Shortcuts

These items provide shortcut key access to selected items within the menus.

#### Key Combinations

#### Description

**Command N**

Creates a new Project Window with the Info Tab selected allowing specific settings for the new project to be defined.

**Command O**

Brings up an Open dialog to open an existing LiveStage project.

**Command W**

Closes the currently active LiveStage project. If changes were made to the project, a prompt will appear asking if the project should be saved.

**Command S**

Saves changes to the current project.

**Command R**

Shortcut for “Run wired Movie”. The current project is compiled into a movie and played.

**Command M**

Compiles and exports the current movie file to disk.

**Command Q**

Quits LiveStage Professional.

**Command Z**

Undoes the previous action or command. It is not available for all items.

<b>Shift Command Z</b>	Repeats the previous “undo” action or command. It is not available for all items.
<b>Command X</b>	Cut a selected object or text to the clipboard.
<b>Command C</b>	Copies a selected object or selected text to the clipboard.
<b>Command V</b>	Paste an object or text from the clipboard.
<b>Command D</b>	Duplicate or make a copy of the selected object.
<b>Command A</b>	If you are in a Script Editor pane it will select all the text.
<b>Command F</b>	Displays the Find dialog.
<b>Command E</b>	Enters the currently selected text as the search string.
<b>Command G</b>	Searches from the current insertion point for the next occurrence of the search string.
<b>Command H</b>	Enters the currently selected text as the search string and will search from the current insertion point for the next occurrence of the search string.
<b>Command =</b>	Replaces the selection with the replacement string.
<b>Command L</b>	Replace the selection with the replacement string and will then search again for the search string.
<b>Command J</b>	Creates a new Sprite Track with a default Sprite Sample placed in the track. This is only available in the Tracks Tab.
<b>Command K</b>	Creates a new sample in the selected track. This is only available in the Tracks Tab.
<b>Command ]</b>	Zoom In for the Stage or Project Window depending which one has focus.
<b>Command [</b>	Zoom Out for the Stage or Project Window depending which one has focus.
<b>Command Y</b>	Brings up the Library Window.
<b>Command T</b>	Brings up the QScript Window.



## Advanced Shortcut Keys

The Advanced Shortcut keys provide power features within LiveStage to simplify tasks and reach inaccessible items. These shortcuts are keyboard shortcuts, keyboard and mouse click combinations, or just key clicks in areas. The shortcut information provided below are listed under their specific windows.

### Library Window

#### **Control - click on the list**

Brings up a popup menu to access the Finder.

#### **Double click in the preview area**

Brings up a Media Viewer for the file. This is only available for some media types.

### Stage Window

#### **Command - Option - Click on a Sprite Track**

This will allow you to select the sprite track when clicking on it instead of selecting a sprite within the track. This is handy when the sprite inside the Sprite Track is larger than the Sprite Track.

#### **Delete key**

This will remove the currently selected track from the Stage.

#### **Double - click on any track or sample**

This will bring up the editor for the selected object. If the selected object does not have an editor associated with it a media viewer will be displayed.

### Sprite Sample Window

#### **Click on the sprite image in the Image Tab**

This will reset the registration point of the image to the point that was clicked, removing the need to enter its location manually.

#### **Control -click the resize bar between the Script Editor and Event List**

This will hide the Event List so that more of the Script Editor can be seen. To bring it back click on the vertical resize bar to the left of the Script Editor.

## Flash Sample Window

### **Control -click the resize bar between the Script Editor and Event List**

This will hide the Event List so that more of the Script Editor can be seen. To bring it back click on the vertical resize bar to the left of the Script Editor.

## VR Sample Window

### **Control -click the resize bar between the Script Editor and Event List**

This will hide the Event List so that more of the Script Editor can be seen. To bring it back click on the vertical resize bar to the left of the Script Editor.