

## Global

Navigate backward	Backspace
Navigate forward	Shift+Backspace
Navigate up to current object's parent	Alt+Up Arrow
Reset to default value	Ctrl+click
Fine-tune using the slider	Shift+drag
Multiple-selection relative value change (slider)	Alt+drag
Save preset	Ctrl+Alt+S
Load preset	Ctrl+Alt+L
Rename	F2

## Game Capture

Remote Connections	Shift+H
Start/Stop Capture	Alt+C
Follow Capture Time	Ctrl+Alt+C
Capture Log Filter	Alt-F

## Platform Selection

Select the Windows® platform	Ctrl+1
Select the Xbox 360™ platform	Ctrl+2
Select the PlayStation®3 platform	Ctrl+3
Select the Wii™ platform	Ctrl+4
Select the Mac® platform	Ctrl+5

## Audio File Management

Create a new sound voice	Shift+drag
Force replace a sound SFX or music source	Alt+drag
Force replace a sound voice	Shift+Alt+drag

## Project Explorer

Create New	
Event (empty)	Ctrl+Alt+Shift+E
Event (play)	Ctrl+Alt+Shift+P
Create New (parent of selection)	
Random container	Alt+Shift+R
Sequence or Music Playlist container	Alt+Shift+Q
Switch or Music Switch container	Alt+Shift+W
Blend container	Alt+Shift+D
Actor-mixer	Alt+Shift+A
Audio bus	Alt+Shift+B
Folder	Alt+Shift+F
Create New (child of selection)	
Sound SFX	Ctrl+Alt+Shift+S
Sound voice	Ctrl+Alt+Shift+V
Random container	Ctrl+Alt+Shift+R
Sequence or Music Playlist container	Ctrl+Alt+Shift+Q
Switch or Music Switch container	Ctrl+Alt+Shift+W
Blend container	Ctrl+Alt+Shift+D
Actor-mixer	Ctrl+Alt+Shift+A
Audio bus	Ctrl+Alt+Shift+B
Folder	Ctrl+Alt+Shift+F
Music Track	Ctrl+Alt+Shift+T
Music Segment	Ctrl+Alt+Shift+G

## Layouts

Open the Designer layout	F5
Open the Profiler layout	F6
Open the SoundBank layout	F7
Open the Mixer layout	F8
Open the Schematic layout	F9
Open the Interactive Music layout	F10
Open the Dynamic Dialogue	F11
Open the Game Object Profiler	F12

## Transport and Soundcaster Control

Play/Stop	Spacebar
Pause/Resume	Ctrl+Spacebar
Toggle Original mode	Alt+O
Toggle PF Only mode	Alt+I
Pin/Unpin	Ctrl+Alt+P
Load and pin in transport control	Alt+click
Toggle to state	Alt+S
Toggle to switch	Alt+W
Toggle to RTPC	Alt+R
Toggle to Trigger	Alt+T
Reset all	Ctrl+Alt+R

## Soundcaster Only

Stop all	Shift+Spacebar
Pause all/Resume all	Ctrl+Shift+Spacebar

Continue ►

Only frequently used shortcuts have been included. For a complete list, refer to the Help.

## Graph and Timeline

Zoom in	Z+marquee selection
Zoom in horizontally – at mouse position	Ctrl+mouse wheel up
Zoom out horizontally – at mouse position	Ctrl+mouse wheel down
Zoom in vertically – at mouse position	Ctrl+Shift+mouse wheel up
Zoom out vertically – at mouse position	Ctrl+Shift+mouse wheel down
Reset pan and zoom (when zoomed in)	Z+click
Pan view up (when zoomed in)	Mouse wheel up
Pan view down (when zoomed in)	Mouse wheel down
Pan view left (when zoomed in)	Shift+mouse wheel up
Pan view right (when zoomed in)	Shift+mouse wheel down
Pan freehand (when zoomed in)	X+drag
Reset Pan (when zoomed in)	X+click
Insert a point	Double-click
Insert a point in between two points	Ctrl+double-click
Move selected point	Arrow keys
Move point more accurately	Shift+drag
Select non-contiguous points	Ctrl+click
Select all points	Ctrl+A
Move selection to next point	Tab
Move selection to previous point	Shift+Tab
Lock selection to X or Y axis	Alt+Drag
<b>Timeline Only</b>	
Pan view left (when zoomed in)	Mouse wheel up
Pan view right (when zoomed in)	Mouse wheel down

## Schematic View

Change selection, navigate the project, expand or collapse the hierarchy	Arrows
Go to first child of a group of sibling object	Home
Go to last child of a group of sibling objects	End
Go to Master Control Bus	Ctrl+Home
Edit selection in its Property Editor	Enter
Playback	Space
Go to Search field	Ctrl+F
Go to project hierarchy (from the Search field)	Enter

## Music Segment Editor

Jump to beginning of segment (when zoomed in)	Home
Jump to end of segment (when zoomed in)	End
Jump to first track (when zoomed in)	Shift+Home
Jump to last track (when zoomed in)	Shift+End
Jump to top left (when zoomed in)	Ctrl+Home
Jump to bottom right (when zoomed in)	Ctrl+End
Move play cursor to Entry cue	0
Move play cursor to Exit cue	1
Move play cursor to custom cues	2 through 8
Move play cursor to beginning of segment	Numpad Del
Snap to bar/beats (Toggle)	Q
Snap to cues (Toggle)	W
Snap to clips/loops (Toggle)	E
Split on cursor	S
Zoom in	+

Zoom in (selection)	Z+marquee selection
Zoom out	-
Pan	X+mouse drag
Insert custom cue at play cursor	Insert
Set Entry cue	Ctrl+click ruler
Set Exit cue	Alt+click ruler
Set new custom cue	Shift+click ruler
Move Entry/Exit cues to selection	P

## Game Object 3D Viewer

Open the 3D Viewer Settings dialog box	V
Reset camera to default position	Ctrl+R
Set camera to follow game object during capture	Ctrl+F
Frame all game objects and listeners in view	Ctrl+A
Display 3D Viewer Filter dialog box	Alt+F
Navigate forward (in FP or Listener camera)	W
Navigate backward (in FP or Listener camera)	S
Navigate right (in FP or Listener camera)	A
Navigate left (in FP or Listener camera)	D
Accelerate movement in viewer	Shift
Switch to Camera User 1	Ctrl+1
Switch to Camera User 2	Ctrl+2
Switch to Front camera view	F
Switch to Top camera view	T
Switch to First Person view	P
Switch to Listener view (0-7)	0 through 7

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