



Some keys will cycle through several available commands, and also have different behaviour if held. Commands that cycle are shown in the same box, in the order they will cycle and **'HOLD'** is shown to indicate holding for a command

Command	Shortcut	Key Hold Commands
● RED Playback	[Shift] + [F1]	
● BLUE Playback	[Shift] + [F2]	
● YELLOW Playback	[Shift] + [F3]	
● GREEN Playback	[Shift] + [F4]	
● ORANGE Playback	[Shift] + [F5]	
● PURPLE Playback	[Shift] + [F6]	
Playback Clear (<i>PBClear</i>)	[Alt] + [F1]	> HOLD : Puts user into a new state
Playback Mode (<i>PBMode</i>) <i>Toggles between joystick and targeted move</i>	[Alt] + [F2]	> HOLD : Sets playback to Reverse
Preview	[Alt] + [F3]	
Exit	[Alt] + [F4]	
Shortcuts Pop-Up (...)	[Alt] + [F5]	
Macro	[Alt] + [F6]	
Text	[Alt] + [F7]	
Reset to State (<i>↵State</i>)	[Alt] + [F8]	
Query	[Ctrl] + [F1]	
Rig / De-Rig	[Ctrl] + [F2]	> HOLD : Loads Rigging Screen
Show	[Ctrl] + [F3]	
Record	[Ctrl] + [F4]	
Undo	[Ctrl] + [F5]	> HOLD : Redo
Refresh	[Ctrl] + [F6]	
Control	[Ctrl] + [F7]	> HOLD : Open devices pane.
View / Camera	[Ctrl] + [F8]	> HOLD : Open views pane.
Last	[Ctrl] + [F9]	
Next	[Ctrl] + [F10]	
Axis	[F1]	
Group	[F2]	
Action / Sculptor Action	[F3]	
State / Role	[F4]	
Target / Move	[F5]	
Dead / Target Number / Insert Target Number	[F6]	> HOLD : Multi-Target and Trigger Editor
Speed / Ramp	[F7]	> HOLD : Trigger and Multi-Target Editor
Time / Delay	[F8]	
Accel. / Accel. Time (<i>A-Time</i>)	[F9]	
Decel. / Decel. Time (<i>D-Time</i>)	[F10]	