Shortcuts in Wings 6

General

Ctrl + **N**	Create new project
Ctrl + **O**	Open project
Ctrl + **S**	Save project
Ctrl + **Z**	Undo
Ctrl + **Y**	Redo
F10	Open/close screen
Ctrl + **P**	Open options
Ctrl + **D**	Open statistics/diagnosis
Ctrl + **T**	Check project for errors
Shift + `93`	Adjust increment by clicking ▲ or ▼ (holding down the mouse key is also possible)

Media Pool

F9	Change over between Light Box View and List View
Ctrl + **F9**	Transfer the sequence of images in the List View to the Light Box View.
Ctrl + **H**	Show/hide the media file path names
Ctrl + **F**	Show next missing file

Object Handling

Ctrl + **C**	Copy highlighted objects to clipboard
Ctrl + **X**	Cut highlighted objects and copy them to the clipboard
Ctrl + **V**	Paste objects from clipboard
Q	Shift following objects along
Ctrl + **L**	Shift all timeline objects from Locator by a time value of X:XX.XXX sec.
V	Shift objects and node while fixing them in time
L	Locator snaps to objects (magnetic Locator)
Alt + mouse	Move contents of video and sound objects in time
Alt + mouse	Exchange pictures between picture objects
D	Change dissolve times or fade in/fade out times
W	Stretch/compress objects (pitch shifting for videos, time stretching for audio)
Alt	Double-click to set node aligned with adjacent node
Ctrl + mouse	Drawing a frame in the object highlights all nodes in this area

In-Screen Editing

S	Enable In-Screen Editing
T	Disable In-Screen Editing (allows editing in the timeline only)
P	Pan function allows shifting/zooming of the screen display
N	Keyframe value for the highlighted keyframe only
C	Keyframe values constant for object
B	Keyframe values constant from object beginning
E	Keyframe values constant until object end
I	Linear keyframes (no curves)
O	Spline keyframes
Z	SmartMove keyframes
U	Symmetrical keyframes (Bezier curves)
H	Horizontal shifting of screen objects
V	Vertical shifting of screen objects
F	Free shifting of screen objects

Functions in the timeline

Playback and presentation

Space bar	Start/pause playback (toggle)
Enter or →	Continue paused playback
F5	Start presentation mode in full screen and pause
Ctrl + **F5**	Start presentation mode in a window and pause
Esc	Stop playback
Shift + **Esc**	Stop playback and terminate fullscreen mode

Locating and Navigation

M	Set position marker (also during playback)
L	Locator snaps to objects (magnetic Locator)
Ctrl + **G**	Move to position in time or position marker (entry in dialog)
Home	Locator jumps to the first object or to the left edge of the track marker.
End	Locator jumps to the first object or to the right edge of the track marker
Shift + ←/→	Locator jumps to the beginning of the next highlighted object
Ctrl + ←/→	Locator jumps to the next or previous position marker object
Shift	Mouse wheel causes vertical scrolling (from top to bottom and vice versa)
Page ↑/↓	Horizontal page-by-page scrolling(time axis)
Shift + **Page** ↑/↓	Vertical page-by-page scrolling (tracks)
↑ / ↓	Use cursor keys for vertical scrolling (track by track)

Highlighting and displaying

+ / - (Num)	Expand/compress the time axis (zoom function)
x (Num)	Restore default size
Shift + click	Highlight all the tracks of one kind (audio, images, video, etc. Display group tracks first!)
Shift + **Ctrl**...	Highlight all tracks (Display group tracks first!)
Ctrl + drag	Highlight a time portion (...click a separation line between the tracks)
Shift + ▶	Display/hide all group tracks
Ctrl + ⚡	Display the multi-channel slider for volume and allocation.

Multidisplay and Show Control

F8	Enable/disable device ports
Ctrl + **F8**	Enable/disable network
Ctrl + **F6**	Open or close slave screens
F7	Enable file transfer to slaves
Ctrl + **R**	Start recording mode (recording of control signals)
Shift + mouse	Creates a new track for every device whenever several devices or control channels are dragged and dropped from the Media Pool to the empty timeline space below the tracks.

Editing Display Warp

H	Horizontal shifting of grid intersection points
V	Vertical shifting of grid intersection points
Shift	Only one intersection point is shifted (the rest of the grid does not change)