

Pandoras Box Keyboard Shortcuts



F1	Launch help
F2	Rename (e.g. in tabs: Project or Device Tree)
F5	Refresh selected folder in Assets tab
CTRL + SHIFT + A	Refresh file tree in Assets tab
CTRL + left mouse click	in addition to the currently selected item, another one is selected too (e.g. in tabs: Project, Asset, Device Tree, Timeline)
SHIFT + left mouse click	in addition to the currently selected item, another one and all in between are selected too
CTRL + A	Selects all entries in a playlist
SHIFT + S	Spread all resources
CTRL + Pause	lock/unlock GUI (keyboard, mouse, Jog Shuttle)
CTRL + Q	Stop Video Export
CTRL + Z	Undo last step
CTRL + SHIFT + Z	Redo undone step
Preview Navigation	
Scroll Mousewheel	Adjust Preview Camera distance to target
Drag (middle mouse button / wheel)	Change Preview Camera position and target
ALT + Drag	Move Preview Camera Viewpoint around target
CTRL + F	Toggle Fullscreen
SHIFT + CTRL + F	Toggle editable Fullscreen
T	Toggle Toolbar visibility in editable Fullscreen
1,2,3	Position, Scale, Rotation Mode
X,Y,Z	set axis constraint
M, F, V	Select Sub Mesh, FFD or Vertex
← → ↑ ↓ or left mouse click	Select single sub mesh, FFD or Vertex point
CTRL + ← → ↑ ↓ or left mouse click	Add control point to current selection
SHIFT (+ ALT) + ← → ↑ ↓	Warp mesh according to selected sub mesh, FFD or Vertex points (ALT key for 10 steps at once)
ALT + ← → ↑ ↓	Move current selection
Timeline and Device Tree shortcuts:	
SPACE	Play / Pause
ESC	Clear current device selection
CTRL + L	Lock selection
Left mouse drag in the timeline + ALT	Select keys and containers in the timeline (and cues in the time bar)
CTRL + C	Copy keys, containers and cues to clipboard
CTRL + V	Paste keys, containers and cues from clipboard to same device
CTRL + SHIFT + V	Paste keys, containers and cues clipboard to selected devices
+ / - on the main keyboard; SHIFT + left mouse drag up/down in the time bar (above the timeline)	Zoom the timeline
SHIFT + +/-	Zoom parameter value in the Curve Editor tab
← →	Set the nowpointer to the previous / next frame
CTRL + ← →	Jump to previous / next key (including clip borders)
CTRL + ALT + ← →	Jump to previous / next cue
SHIFT + ← →	Move selected keys and containers to previous / next frame
CTRL + left mouse drag	Copies selected keys, containers and cues
CTRL + SHIFT + I	Toggle "Ignore Next Cue" The current loaded timeline ignores the next cue or not (toggle), the ignored cue will be colored orange.
CTRL + ALT + S	Store active values as keys to the timeline
CTRL + ALT + R	Reset all values

CTRL + ALT + C	Clear all active values but do not reset them
CTRL + ALT + A	All active (marks all values as an active value)
File Menu shortcuts:	
CTRL + N	New project
CTRL + O	Open project
CTRL + S	Save project
CTRL + SHIFT + S	Save project as
CTRL + SHIFT + ALT + S	Save project copy
CTRL + B	Bundle project
CTRL + W	Close project
ALT + F4	Exit application
When working in device tree, the following shortcuts apply to current selected device:	
A	Show all parameters
H	Hide all parameters
U	Show only parameters used in sequence / Show all parameters
M	Show / hide Media parameter
O	Show / hide Mesh (Object) parameter
I	Show / hide Opacity parameter
V	Expand / collapse Playback parameters
X	Expand / collapse Audio parameters
P	Expand / collapse Position parameters
R	Expand / collapse Rotation parameters
S	Expand / collapse Scale parameters
T	Expand / collapse Rotation Pivot parameters
D	Expand / collapse Scale Pivot parameters
B	Expand / collapse Blend Mode parameter
F	Expand / collapse FX parameters
G	Expand / collapse Particle System parameters
To open or load tabs use these shortcuts:	
CTRL + R	Open the Project tab
CTRL + T	Open the Assets tab
CTRL + I	Open the Device Viewer tab
CTRL + SHIFT + L	Open the Device Controls tab
CTRL + D	Open the Active Values tab
CTRL + E	Open the Timeline tab
CTRL + M	Open the Inspector tab
CTRL + SHIFT + R	Open the Thumbnails tab
CTRL + K	Open the Configuration tab
CTRL + P	Open the Patch tab
CTRL + SHIFT + M	Open the Taskmanager tab