



Swift

Support literature

Keyboard Shortcuts

About	Description
Revision	1.0; 2.0
History	
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Swift Keyboard Shortcuts

Regular users of Swift may find the following keyboard shortcuts useful to assist with streamlining the editing process. Some of these are the same as 'Windows' shortcuts and so the user may be familiar with them already. Some are bespoke to Swift. The list below is a complete list of all shortcuts which we hope you find useful.

Application Shortcuts

F1	Enter Edit mode
Esc	Enter Playout mode
Ctrl + Delete	When in playout, exit the application

Graphic editing Shortcuts

G	Snap To Grid
W	Translation Tool
E	Rotation Tool
R	Scaling Tool
Ctrl	<ul style="list-style-type: none">• Alter the pivot point for the current tool (rotation and scale have separate pivots)• Choose between local and global axis for translation tool
Shift	Translate by slightly larger increments
Arrow Up/Down/Left/Right	Translate object by a small amount
Ctrl + F	Open the Find Node dialog
Delete	Delete currently selected node
Ctrl + X	Cut current selection
Ctrl + C	Copy current selection
Ctrl + V	Paste current selection

VT Shortcuts

Space	Toggle Play/Pause
Arrow Left	Jog Reverse
Arrow Right	Jog forwards

Project shortcuts

Ctrl + S	Save anything that has not been saved.
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Dialog Shortcuts

F10	Show preferences
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Playout Shortcuts

F4	Play Hotkey Script 1
F5	Play Hotkey Script 2
F6	Play Hotkey Script 3
F11	Delete Stack
F12	Abort all graphics
Keypad Enter	Take next graphic/method
Alt + nnnn	Load a stack called "nnnn.stk"

Camera Controls

Alt + Middle Mouse Button	Crab Crane camera
Alt + Right Mouse Button	Track camera
Alt + Mouse Wheel	Zoom camera
Alt + Ctrl + Mouse Wheel	Roll Camera

Debug Shortcuts

Ctrl + Shift + F12	Dump current frame at various stages of the video pipeline to files on disk.
Ctrl + C	Turn off metric sample marking.
Ctrl + S	Stop timing scope (Playout mode only)