

# Blackmagic Design Fusion Keyboard Shortcuts

## Flow Editor

- F2 Renames selected tool or tools.
- Ctrl+G Creates a group from selected tools.
- Ctrl+W Swaps the inputs on the selected tool in the flow.
- Ctrl+L Toggles lock mode for the selected tool.
- Ctrl+P Toggles pass-through mode for the selected tool.
- Ctrl+U Toggles update mode for the selected tool.
- Ctrl+F Displays the find tool dialog.
- Ctrl+Shift+V Pastes an instance of a tool in the clipboard.
- V Toggles display of the navigator.

## Function Keys

- F1 Displays the online help for the selected tool or objects.
- F2 Renames the selected tools.
- F3 No Use
- F4 Toggles to remove or show display views.
- F5 Displays the flow view.
- F6 Displays the console.
- F7 Displays the timeline editor.
- F8 Displays the spline editor.
- F9 Displays the comments tab.
- F10 Displays the tool controls.
- F11 Displays the modifiers tab.
- F12 Starts to render.

## Fusion Keyboard Shortcuts General

- Space Starts or stops interactive playback.
- Ctrl+N Creates a new flow.
- Ctrl+O Opens an existing flow.
- Ctrl+S Saves the current flow.
- Ctrl+Z Undoes the last change.

- Ctrl+Y Redoes the last undo.
- Ctrl+X Cuts the selected item to the clipboard.
- Shift+Del Cuts the selected item to the clipboard.
- Ctrl+C Copies the selected item to the clipboard.
- Ctrl+Ins Copies the selected item to the clipboard.
- Ctrl+V Pastes the item from the clipboard.
- Shift+Ins Pastes the item from the clipboard.
- Ctrl+B Toggles display of the Bins.
- Shift+Ctrl Simulates holding down the middle mouse button. For use when panning without a three-button mouse.
- Alt+Drag Holding down the Alt key while dragging a centre crosshair limits movement to the horizontal or vertical motion.
- ] Moves current time forward one frame.
- [ Moves current time backwards one frame.
- Ctrl+[ Changes current time to the first frame in the render range.
- Ctrl+] Changes current time to the last frame in the render range.
- Alt+] Advances to the next keyframe.
- Alt+[ Returns to the previous keyframe.
- Ctrl+A Selects all tools in the flow or all keys in a selected spline.
- Ctrl+1 Scales the active region to 100% size.
- Ctrl+F Scales the active region to fit in the view size.
- Ctrl+R Scales the active region to a rectangle (region zoom).
- Numpad + Zooms in on the active region. Works in all scalable areas of the interface.
- Numpad - Zooms out on the active region. Works in all scalable areas of the interface.

## Displaying An Image In The Views

### Flow Only

- 1 Views the selected tool on the left view.
- 2 Views the selected tool on the right view.
- 3 Views the selected tool on an I/O board or floating view.
- 4+ Any additional views available.
- ` (tilde) Clears all views.

### Display View

- R Displays the red channel in the selected view.
- G Displays the green channel in the selected view.
- B Displays the blue channel in the selected view.
- A Displays the alpha channel in the selected view.
- M Displays the mask channel in the selected view.
- C Displays a full color image in the selected view.
- Z Displays the Z-buffer channel in the display view.
- V Displays the subview.
- Shift+V Swaps the contents of the view and the subview.
- Ctrl+L Locks the display.
- Ctrl+Q Toggles quad view on and off.
- Ctrl+K Toggles display of tool controls.
- Ctrl+G Toggles display of the guides.
- Shift+H Toggles display of handles on spline keypoints.
- Shift+K Toggles display of keypoints on splines.
- , (comma) Switches the view to use the A image buffer.
- . (period) Switches the view to use the B image buffer.
- / Switches the view so that it shows both the A and B buffers and enables splitwipe.

## Setting Numeric And Positional Values

- Shift+R-Arrow Increases a value in steps.
- Shift+L-Arrow Decreases a value in steps.
- Shift+U-Arrow Increases a value in steps.
- Shift+D-Arrow Decreases a value in steps.
- Ctrl+R-Arrow Slightly increases a value.
- Ctrl+L-Arrow Slightly decreases a value.
- Ctrl+U-Arrow Slightly increases a value.
- Ctrl+D-Arrow Slightly decreases a value.

## Splines And Polylines

- Shift+C Sets the active polyline to click append mode.
- Shift+D Sets the active polyline to draw append mode.
- Shift+I Sets the active polyline to insert and modify mode.
- Shift+M Sets the active polyline to modify only mode.
- Shift+N Sets the active polyline to done mode.

- Shift+O Opens or closes the active polyline (connects last point to first point).
- Shift+P Publishes the selected keys in the polyline shape.
- Shift+F Sets the selected keys to follow existing published points.
- Shift+R Disables or enables rendering of polylines until during manipulation of polyline.
- Shift+B Enables the spline shaping mode.
- E Displays the point editor dialog in the current display view, or sets keyboard focus to point value controls in the spline and timeline editors.
- T Displays the ease in/out controls in the spline editor's toolbar.
- K Creates a keyframe on the selected spline at the current mouse position.
- S, Shift-S Smooths all selected points on a spline or polyline. The display view recognizes Shift-S only, while the spline and timeline editors recognize both S and Shift-S.
- L, Shift-L Linearizes all selected points on a spline or polyline. The display view recognizes Shift-L only, while the spline and timeline editors recognize both L and Shift-L.
- I Sets all selected points of a spline to step in mode.
- O Sets all the selected points of a spline to step out mode.
- V Reverses the selected keyframes on a spline.
- Ctrl+Drag Copies selected points of a spline or polyline to a new segment.

## Advanced Polyline Transformation

- S Scales the selected points of a polyline around the position of the mouse pointer.
- T Twists the selected points of a polyline around the position of the mouse pointer.
- X Scales the selected points of a polyline around the position of the mouse pointer.
- Y Scales the selected points of a polyline around the position of the mouse pointer.

## Spline Editor

- K Creates a keyframe on the selected spline at the current mouse position.
- S Smoothes all selected points on a spline or polyline.
- L Linearizes all selected points on a spline or polyline.
- I Sets all selected points of a spline to step in mode.
- O Sets all the selected points of a spline to step out mode.
- V Reverses the selected spline.
- Ctrl+Drag Copies selected points of a spline or polyline (display view also).

## Fusion Timeline Keyboard Shortcuts

- Shift+G Displays guides list.

## Time Ruler And Render Range

- Ctrl+Shift+Dbl Sets the render range to the slider range.
- Ctrl+Dbl-Click Sets the render range to the selected frame.
- Ctrl+Drag Sets the render range to frames enclosed by mouse drag.