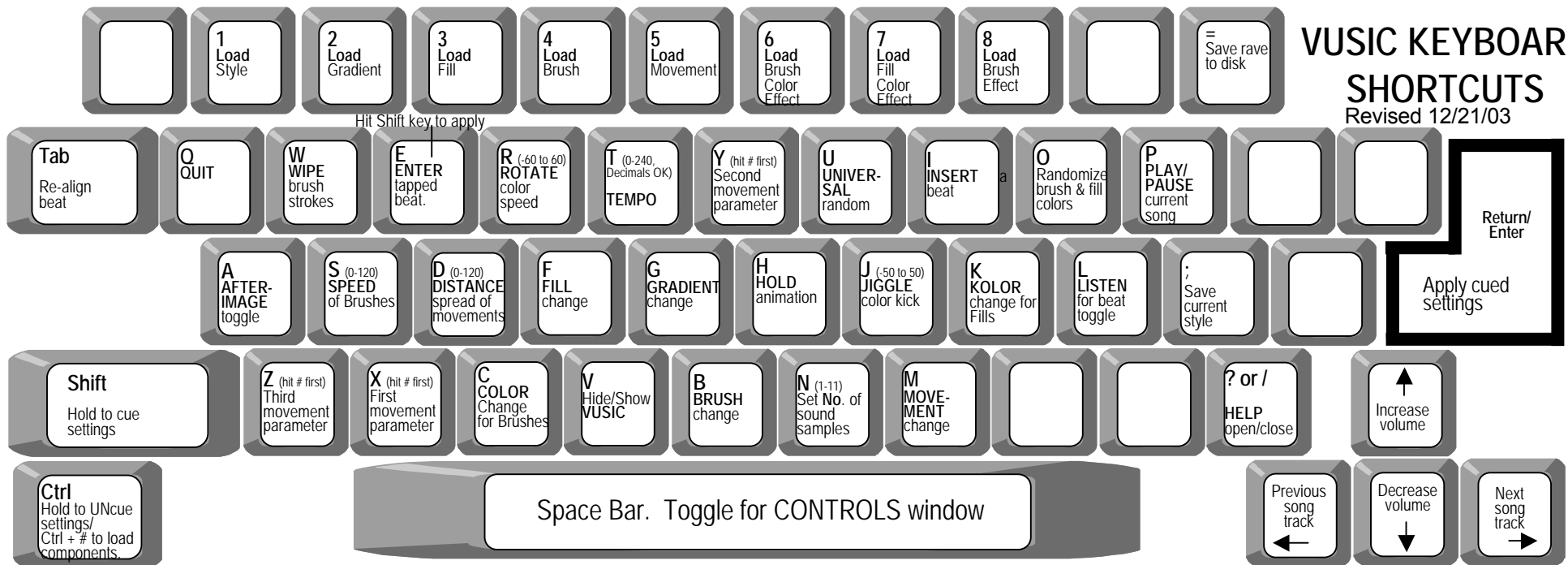


VUSIC KEYBOARD SHORTCUTS

Revised 12/21/03



- A (**AFTERIMAGE**) will toggle brush stroke trails.
- B (**BRUSH**) will trigger a brush change. Set a specific brush by typing 1 to 6 first.
- C (**COLOR**) will trigger a change to the brush gradient color. Set a specific color by typing 1 to 120 first.
- D (**DISTANCE**) will update the movement spread. Must be preceded by typing 1 to 120 first.
- E (**ENTER BEAT**) to tap in beats manually. Pressing the shift key will apply the new tempo.
- F (**FILL**) will trigger a fill change. Set a specific fill by typing 1 to 6 first.
- G (**GRADIENT**) will trigger a gradient change. Set a specific gradient by typing 1 to 8 first.
- H (**HOLD**) will disable the automatic triggering of animation changes, effectively holding the animation.
- I (**INSERT**) will manually insert a beat.
- J (**JIGGLE**) will update the color kick settings. Must be preceded by typing -50 to 50 first.
- K (**KOLOR**) will trigger a change to the fill gradient color. Set a color by typing 1 to 120 first.
- L (**LISTENING**) will toggle the "listening" feature.
- M (**MOVEMENT**) will trigger a movement change. Set a specific movement by typing 1 to 6 first.
- N (**NUMBER**) will set the of number of sound samples. Must be preceded by typing 1 to 11 first.
- O (**OVERALL**) will trigger a change to both the brush and fill gradient colors.
- P (**PLAY/PAUSE**) will play or pause the current song.
- Q (**QUIT**) will quit. Macintosh: **Command-Q** will also quit the program.
- R (**ROTATION**) will update the color rotation speed. Must be preceded by typing -60 to 60 first.
- S (**SPEED**) will update the brush speed. Must be preceded by typing 0 to 120 first.
- T (**TEMPO**) will update the tempo. Must be preceded by typing 0 to 240 first. Decimals are allowed.
- U (**UNIVERSAL random**) will randomize everything (brush, fill, movement, gradient and color settings).
- V (**VUSIC**) will toggle (hide or show) the animation window.
- W (**WIPE**) will wipe the screen of all brush strokes.
- X will update the first parameter, of the current movement. Precede by typing number first.

- Y will update the second parameter, of the current movement. Precede by typing number first.
- Z will update the third parameter, of the current movement. Precede by typing number first.
- ? will open or close the help panel.
- / will open or close the help panel also.
- = (equal sign) will save the current rave to disk. The rave must have already been saved once.
- ; (semi-colon) will save the current style (with beat counters set to off).
- TAB** will re-align a manual beat or a patterned beat.
- Right arrow** will skip to next song track. Go to a specific song track by typing a number first.
- Left arrow** will skip to previous song track. Go to a specific song track by typing a number first
- Up arrow** will increase volume. Set absolute volume by typing 0 to 255 first.
- Down arrow** will decrease volume. Set absolute volume by typing 0 to 255 first.
- Enter or Return** If a **text entry box** is visible, pressing Enter or Return will accept the typed input. If an **OK** or **Yes button** is visible, pressing Enter or Return is equivalent to clicking the button. In all other cases, pressing Enter or Return will apply any cued settings.
- Space Bar** will hide or show the controls window. Same as clicking the animation window.
- 1-8.** Loading Components using the number keys:
 1. [Hold **Ctrl** key + the component type (keys 1-8 *see above*).
 2. [Type first few characters of component name.] (Type as many characters as needed to uniquely identify the component.)
Hit **Backspace** key to correct a letter. Hit **Spacebar** twice to abort.
 3. [Hold **Ctrl** key + the number key] to load at specific position on control panel.
[Hold **Ctrl** + 0] to immediately load it onto screen.
[Hold **Ctrl** + any number] for styles and effects.
- To **CLEAR** a component: type a single "-" (hyphen) for step 2, instead of a name.