

Totally unofficial

# Vegas™ 4.0

## Shortcuts and Mouse Gestures

### Version 1.0 Feb 05 2004

*The Vegas™ 300 page manual lists more than 200 keyboard shortcuts and mouse gestures. This document is intended to make life a little easier. Please check [www.modernafilmer.se/vegas](http://www.modernafilmer.se/vegas) for latest version. Send comments and errors to [vegas@modernafilmer.se](mailto:vegas@modernafilmer.se). A US mirror of this document is available from [www.fortvir.net](http://www.fortvir.net).*

### Released in the public domain February 2004.

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### Symbols used in the guide

	Left click
	Double click
	Right click
	Mouse wheel

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## New to Vegas™? Here are some starting points:

### Interface components

You have tracks, the timeline and the windows. Windows can be docked into a tabbed interface or free-floating. A video or audio clip on the timeline is called an event. There is only one preview window, no clip & project windows as in other well known editors. Hint: Right-click everything in the interface and explore options available.

### Importing media into your project

You can use the File/Import media menu command to import items into your media pool. You can drop items on Vegas from windows explorer. You can import directly from your directories using the explorer window in Vegas. The explorer window displays clip regions, so you can open media files in Vegas trimmer from explorer, mark and save regions in the trimmer, then drag regions to the timeline from the explorer.

### Envelopes, surround, bus tracks

You can have pan and volume envelopes on audio tracks. Video tracks have velocity, color fade or compositing envelopes. Careful - once you have used them you can't imagine editing without them. Set File/Project properties/Audio to "5.1" Surround to enable surround mixing. You need a soundcard with six separate outputs to preview surround mixes. You can group audio tracks to a bus track and apply effects to the bus.

### Effects

Audio and video effects can be applied to events, tracks and master. Just drop an effect on the event, track, a clip in media pool, bus master or the preview window. Click the FX-icon on the track, event or master to modify effects. Effects can be built into chains. All effects are keyframable. Crossfades are automagic, just overlap the events. Fade audio/video events in/out by dragging the upper left right/left corner of the event.

### Editing

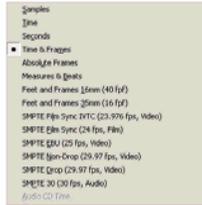
Try this as a start before you have found your own style: start by opening media in the Vegas trimmer. Mark in (I) and out (O) points and insert your event into the timeline. Now zoom in on the event and use the mouse in combination with ctrl, alt and shift keys to move and modify. Split selected events by pressing S. To trim for a match-cut use the numeric keypad. Select an event and hit Num7 or Num9 to select left/right edge. Num4 and Num6 adds/removes a few frames on your selected edge. Num1 and Num3 adds/removes a frame. Press Num0 with your thumb to preview. Hit Num5 when perfect. Done. Enable auto-ripple to automatically adjust your timeline after an edit, or choose post-edit ripple. If you really want A-B roll you can have it.

### Previewing video

You can not preview through a TV-out on your graphics card. You need a firewire device such as a video camera with DV-in or a DV converter such as the Canopus ADVC-100™.

**TRACKS**  
 New audio **Ctrl Q**  
 New video **Shift Ctrl Q**  
 Focus **Alt Shift ↓ / Alt Shift ↑**

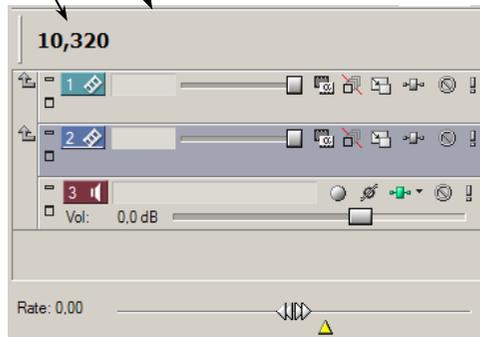
**TIME**  
 Select display   
 TIMELINE to select display  
**Shift** WHEEL go to time



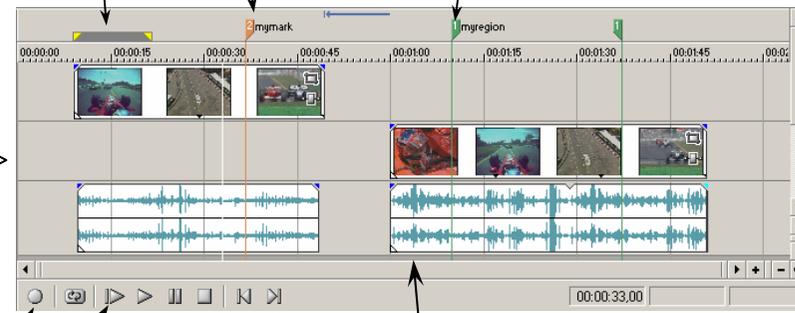
**SET MARKERS**  
 Insert at cursor **M**  
 Del / rename   
 Jump to marker **1-9**

**CREATE SELECTION**  
 Create from cursor **Shift → / Shift ←**  
 Mark in **I** and out **O**  
 DRAG on timeline  
 Extend by one frame **Shift Alt → / Shift Alt ←**  
 Go to selection beginning **Home** or end **End**

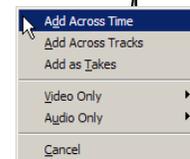
**CREATE REGION**  
 From selection **R**  
 Delete / Rename   
 Jump to region **1-9**



**TOGGLE FOCUS**  
**Tab**



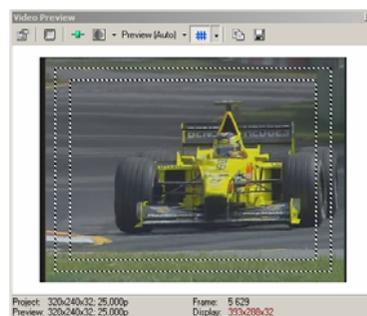
**INSERTING MEDIA TO TIMELINE**  
 DRAG on timeline  
 DRAG to select insertion type  
**A / Shift A** Trimmer: Add media from/to cursor



**LOOP PLAY TOGGLE**  
**Q**

**TRANSFER TIME SELECTION**  
**T / Shift T** After/before cursor

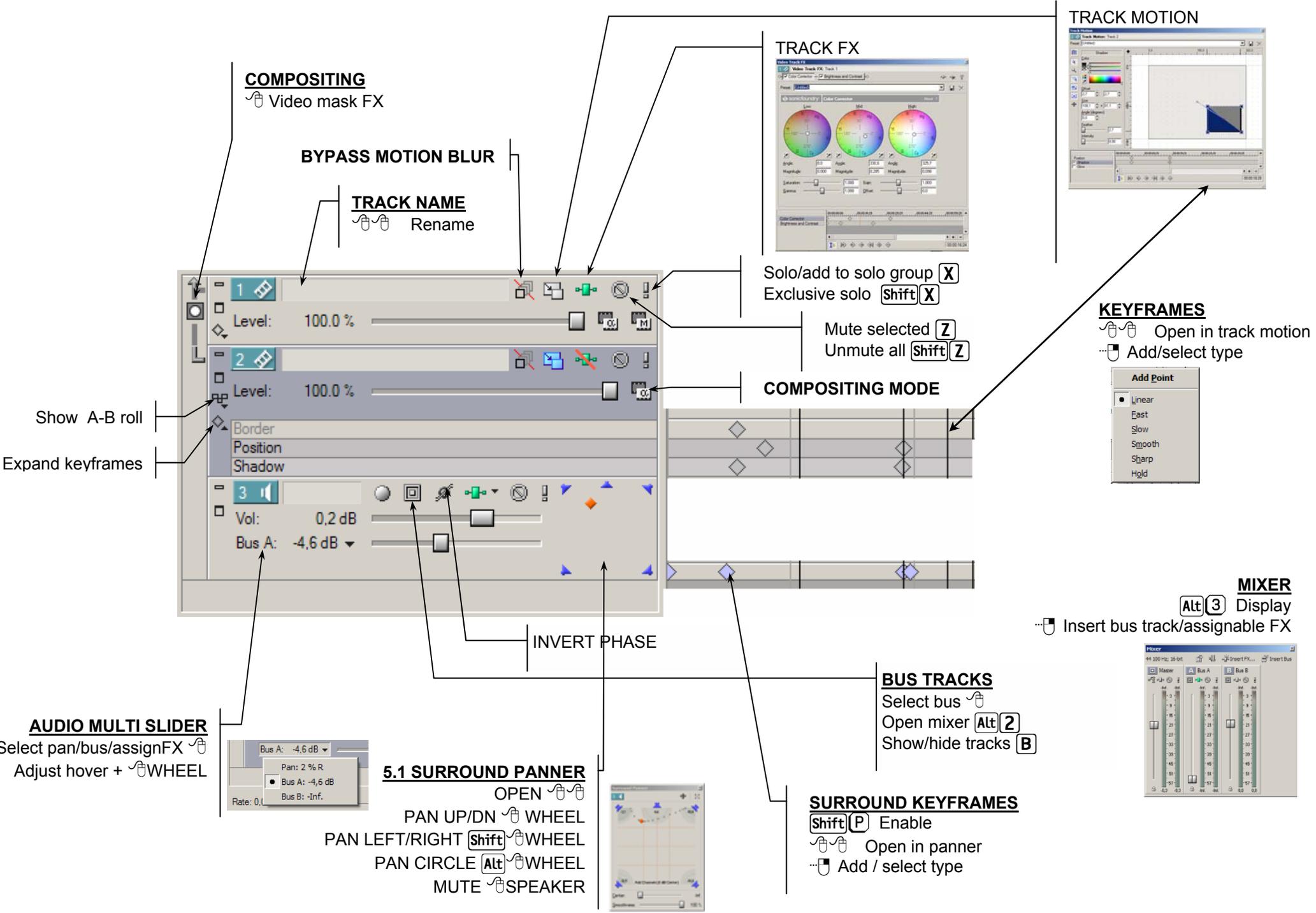
**GO TO START/END**  
 Visible timeline **Home / End**  
 Project start **W**  
 Project end **E**



**PROJECT GLOBALS**  
 Show project properties **Alt Enter**  
 Auto crossfade toggle **Ctrl Shift X**  
 Auto ripple toggle **Ctrl L**  
 Snapping toggle **F8**  
 Override snapping **Shift F8**

**MOVE CURSOR / PLAY / SCRUB**  
 Play from any window (set in prefs) **Ctrl Space / F12**  
 Pause/play (can be set in prefs) **Return / Space**  
 Keyboard scrub **J K L**  
 Mouse scrub **Ctrl** ON CURSOR  
 Move by gridmark **PageDn - PageUp**  
 Move by region/marker **Ctrl + ← / →**  
 Move by edit point **Ctrl Alt + ← / →**  
 Move by frame **Alt + ← / →**  
 Render&preview sel. in ext. player **Ctrl Shift M**  
 Render selection to RAM **Shift B**

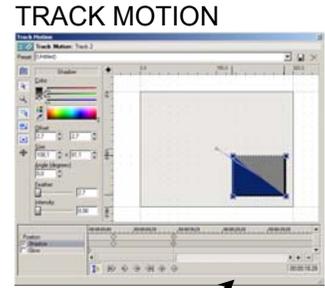
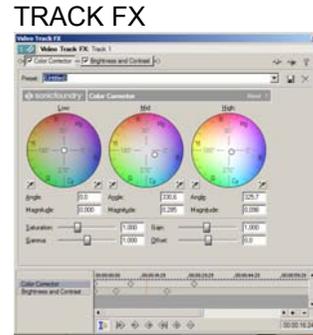




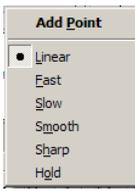
**COMPOSITING**  
 Video mask FX

**BYPASS MOTION BLUR**

**TRACK NAME**  
 Rename



**KEYFRAMES**  
 Open in track motion  
 Add/select type

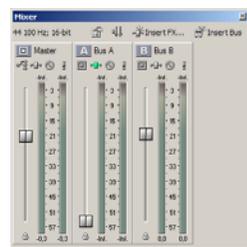


Solo/add to solo group **X**  
 Exclusive solo **Shift X**

Mute selected **Z**  
 Unmute all **Shift Z**

**COMPOSITING MODE**

**MIXER**  
**Alt 3** Display  
 Insert bus track/assignable FX



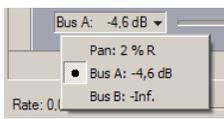
**BUS TRACKS**  
 Select bus  
 Open mixer **Alt 2**  
 Show/hide tracks **B**

**SURROUND PANNER**  
**Shift P** Enable  
 Open in panner  
 Add / select type



Show A-B roll  
 Expand keyframes

**AUDIO MULTI SLIDER**  
 Select pan/bus/assignFX  
 Adjust hover + WHEEL



**5.1 SURROUND PANNER**  
 OPEN  
 PAN UP/DN WHEEL  
 PAN LEFT/RIGHT **Shift** WHEEL  
 PAN CIRCLE **Alt** WHEEL  
 MUTE SPEAKER

**DOCKED WINDOWS AND TRACKS**

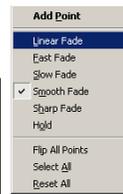
Show/hide docked windows **F11**  
 Show/hide tracks **Shift F11**  
 Show/hide windows and tracks **Ctrl F11**

**ZOOM/VIEW TRACKS**

Zoom IN/OUT **↓ / ↑**  
 Track height zoom **Ctrl ↓ / Ctrl ↑**  
 Set zoom to one thumb/frame **Alt ↑**  
 Waveform zoom IN/OUT **Shift ↓ / Shift ↑**

**VELOCITY ENVELOPE**

TRACK to insert/remove envelope  
 ENVELOPE to set/modify points



**RIPPLE EDIT**

Toggle auto ripple **Ctrl L**  
 Ripple affected tracks post edit **F**  
 Ripple affected tracks, markers & regions post edit **Ctrl F**  
 Ripple all tracks/markers/regions post edit **Ctrl Shift F**

**EDIT COMMANDS**

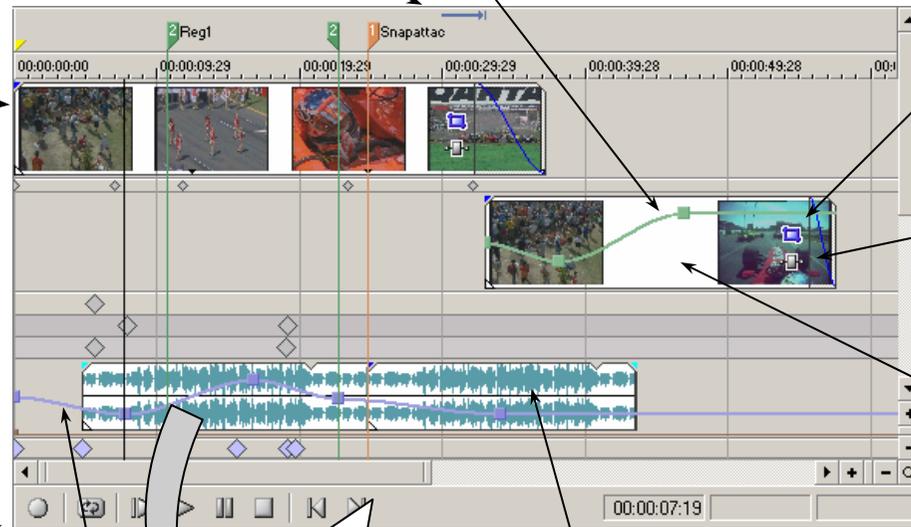
Split events on sel. tracks **S**  
 Crop selected **Ctrl T**  
 Copy selected **Ctrl C**  
 Cut/Paste **Ctrl X / Ctrl V**  
 Paste insert **Ctrl Shift V**  
 Paste repeat **Ctrl B**  
 Delete **Delete**

**RECORD TO TRACK**

Arm track **Ctrl Alt R**  
 Record **Ctrl R**

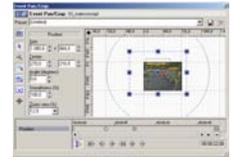
**LOOP MODE**

Toggle **Q**



**EVENT PAN/CROP**

Edit



**EVENT FX**

Edit



**EVENT TRIMMER - USING NUMPAD**

Select right/left event edge Num **7**/Num **9**  
 Add/remove few frames Num **4**/Num **6**  
 Add/remove one frames Num **1**/Num **3**  
 Preview cut Num **0**  
 Exit Num **5**  
 Move event up/down track Num **2**/Num **8**

**NUDGE EVENT - NUMPAD**

Few frames left/right Num **4**/Num **6**  
 One frame left/right Num **1**/Num **3**  
 Move event up/down track Num **2**/Num **8**

**VOLUME/PAN ENVELOPE**

Volume: Insert/show/hide toggle **V**  
 Pan: Insert/show/hide toggle **P**  
 Remove volume **Shift V**  
 Remove pan **Shift P**  
 Set point **D**  
 Select with envelope tool (**D** toggle)

OPEN EVENT  
 IN EXT AUDIO  
 EDITOR **Ctrl E**

