

<b>I or O</b>	Adds an In or Out Point in the Viewer or Timeline
<b>⌘ I or ⌘ O</b>	Removes In or Out Point
<b>⇧ I or ⇧ O</b>	Moves Playhead to In or Out Point
<b>X</b>	Marks clip in the Viewer or at Playhead position in Timeline
<b>⌘ X</b>	Removes In and Out Points
<b>Up/Down Arrows</b>	Previous/Next Edit
<b>Left/Right Arrows</b>	Previous/Next Frame
<b>J - K - L</b>	Allows you to play clips forwards and backwards at different speeds
<b>⇧ P</b>	Plays from Playhead position to Out Point
<b>F10 and F9</b>	Perform Overwrite and Insert Edits
<b>N</b>	Toggles Snapping
<b>⇧ L</b>	Toggles Link Selection
<b>⌘ = or ⌘ -</b>	Zoom to or from Playhead (or selected clips)
<b>⌘⌘ W</b>	Show Audio Waveforms in Timeline
<b>⇧ Z</b>	Fit to Window (use in Timeline to see full edit or in Canvas/Viewer)
<b>⇧ ⌘ Z</b>	Zoom to the selected clips in Timeline
<b>M</b>	Add Marker / Edit Marker under Playhead
<b>⇧ M or ⌘ M</b>	Jump to next or previous Marker
<b>^ A</b>	Mark to Markers - adds In and Out Points to Markers either side of Playhead
<b>⌘ U</b>	Make Subclip
<b>V</b>	Selects edit nearest to Playhead
<b>U</b>	Toggles between Ripple and Roll edits
<b>&lt; or &gt;</b>	Single Frame Trim left or right (use with ⇧ for multi-frame trim)
<b>E</b>	Extend Edit - rolls selected edit to the Playhead
<b>F</b>	Match Frame
<b>⇧ F</b>	Reveal Master Clip
<b>⌘ J</b>	Change Speed of selected clip
<b>⇧ N</b>	Make Freeze Frame
<b>^ U</b>	Resets windows to Standard Layout
<b>^ Z</b>	Show Excess Luma (Range Check)
<b>W</b>	Toggles Image / Image + Wireframe / Wireframe
<b>^ X</b>	Opens Text Generator
<b>⌘ Z</b>	Undo