



# PlaybackPro Plus 3.8 User Guide



PlaybackPro Plus is a professional, high-definition, non-linear media playback application for macOS. It makes professional media playback on a Mac quick and simple.

## About PlaybackPro Plus

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PlaybackPro Plus makes professional media playback on a Mac quick and simple. By utilizing the best in Apple 32 bit video technology, PlaybackPro Plus is optimized to play virtually any modern Mac file type. The intuitive interface allows you to rapidly add media, organize and play clips, apply custom settings and save playlists, all without altering the original files.

PlaybackPro Plus includes a mixer for crossfades and direct cuts between clips, support for still images and remote control over ethernet using the DT18 multi-system controller or TCP/IP and UDP commands.

Automatic output resolution and aspect ratio functions are built-in, with real-time manual adjustments available for sizing, stretching, cropping, as well as gain, saturation, black levels, hue and volume.

Connecting a PlaybackPro Plus system is easy too. By using modern Apple video adapters or third party broadcast converters, PlaybackPro Plus easily connects to professional switchers, video projectors, LED video walls and high-resolution monitors. PlaybackPro is not currently compatible with video output devices such as an Aja T-TAP or Blackmagic UltraStudio device. Please visit our [www.dtvideolabs.com/faq](http://www.dtvideolabs.com/faq) for current information.

## Also From DT Videolabs

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### InstaCue



Professional audio playback for Macs with instant clip recall, organization and layering. Use anywhere music, voice over announcements and sound effects are needed.

[Read More](#)

### SpeakerTimerPro



Mac software to keep live events and speakers on schedule by providing a highly readable and customizable digital timer.

[Read More](#)

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# 1 Before You Begin

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## 1.1 PreFlight

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Each version of macOS has specific settings which have a great impact on playback performance. Before you begin, please visit [www.dtvideolabs.com/preflight](http://www.dtvideolabs.com/preflight). This page also includes a link to a printable PDF if needed.



## 1.2 System Specifications

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Using the right Mac system, configured with recommended codecs and container files is key to successful high resolution playback with PlaybackPro Plus. Please visit [www.dtvideolabs.com/system-recommendations](http://www.dtvideolabs.com/system-recommendations) for the most current specifications and Mac system recommendations.

## 2 Setup

### 2.1 General Hardware Setup

#### MacbookPro and iMac

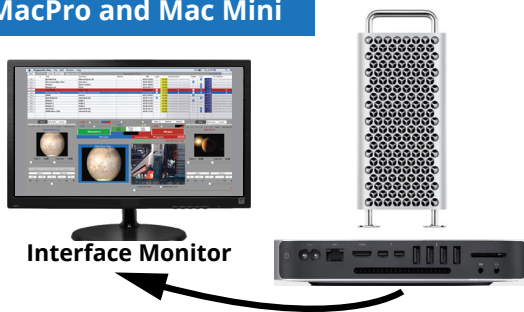


#### Single Video Output

- HDMI
- Mini DisplayPort
- Thunderbolt (Video)
- USB-C (Video)
- VGA
- DVI

- Display
- Projector
- LED Video Wall
- Switcher
- Converter

#### MacPro and Mac Mini



#### Single Video Output

- HDMI
- Mini DisplayPort
- Thunderbolt (Video)
- USB-C (Video)
- VGA
- DVI

- Display
- Projector
- LED Video Wall
- Switcher
- Converter

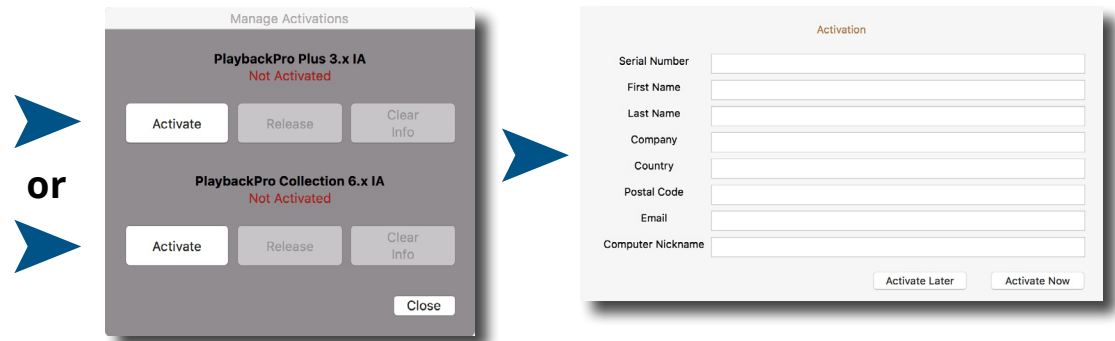
### 2.2 License Activation

#### Activating an Internet Activated (IA) Serial Number

PlaybackPro Plus can be activated using a serial code from either PlaybackPro Plus or the PlaybackPro Collection.

- (1) Download the PlaybackPro Plus IA application from the link provided in your purchase email or from the Internet Activated (IA) table on [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads)
- (2) Place the unzipped program file into the Applications folder then double click to launch.  
**A delay of up to 10 seconds can occur when launching the application. This is normal behavior as the application checks the license.**
- (3) In the dialog box click the "Activate" button under the name of the application to be activated

- (4) Enter the serial number provided at the time of purchase, including the dashes. A DT Videolabs serial number will always be 4 sets of 8 digits, separated by dashes. For example, xxxxxxxx-xxxxxxx-xxxxxxx-xxxxxxx. Enter your personal registration information in the remaining fields and click “Activate Now”. It is important that you enter something in each of the fields.



## Notes

Internet access is required to activate or release a license, however it is not necessary for program use once a license is activated

- Registration information can be unique each time an application is activated
- Licenses are single seat and allow for the use of one application at a time, on one computer at a time
- License may be released from one computer and moved to another using the release process outlined below and at [www.dtvideolabs.com/activation](http://www.dtvideolabs.com/activation)

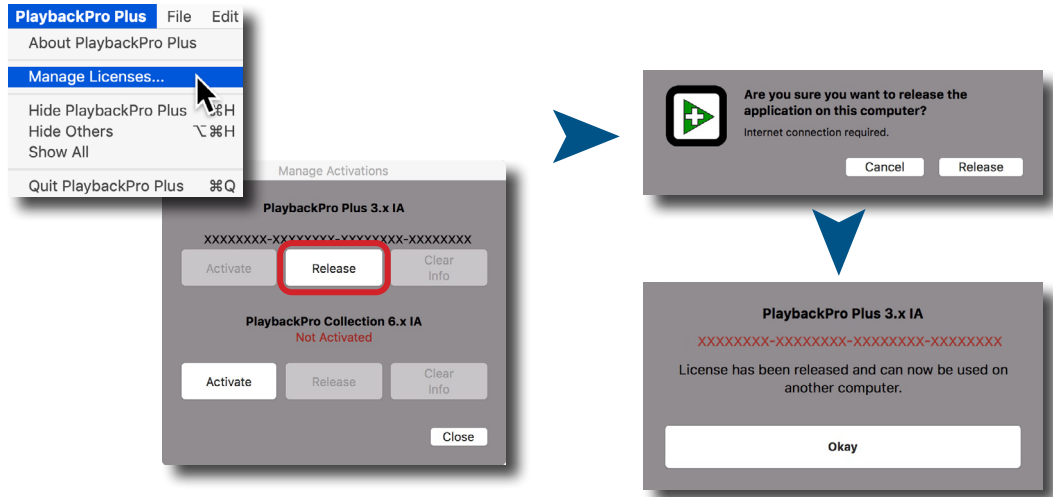
Once activated, the Application Control Window will appear. If you encounter any problems during activation, please visit [www.dtvideolabs.com/contact](http://www.dtvideolabs.com/contact) or email [technical@dtvideolabs.com](mailto:technical@dtvideolabs.com).

## Releasing an Internet Activated Serial Number

Connect the computer to the internet

- (1) Launch PlaybackPro Plus
- (2) Go to the PlaybackPro Plus menu (to the left of the File Menu), select “Manage Licenses”
- (3) Store the serial number. A DT Videolabs serial number will always be 4 sets of 8 digits with dashes in-between.

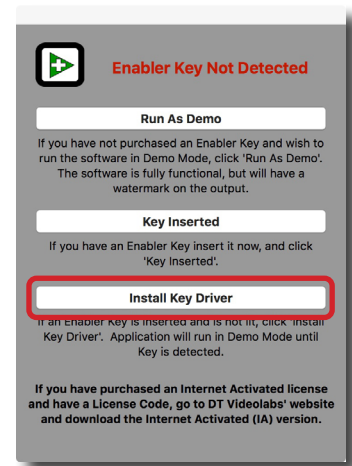
(4) Click on "Release License". The system will report when the license has been successfully released and available to activate on another system.



**\*\*\*IMPORTANT\*\*\*** License information will be retained on your system after you release a license. Users of previous versions will notice the addition of the "Clear Info" button which removes previous license info from your system and can aid in troubleshooting. If you have trouble activating a license, clear the info and try activating again. If you use the "Clear Info" button, it is important for you to retain a copy of your license number so you can reactivate.

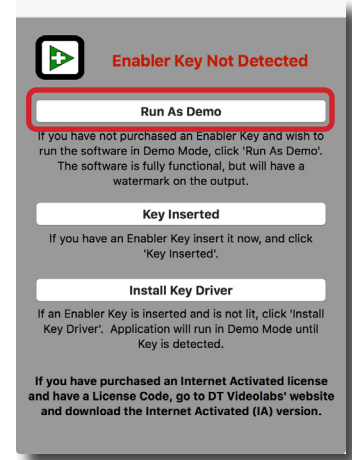
### New USB Installation Collection Instructions

- (1) Insert the USB Enabler key into the system
- (2) If you haven't already, go to [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads) to download the Collection
- (3) Place the unzipped program files into the Applications folder then double click an application to launch
- (4) If running an application on a system for the first time, a window will open after you attempt to create or open a show. Select "Install Key Driver" and follow the on-screen instructions



### 2.3 Demo Mode

If you need to evaluate PlaybackPro Plus or set up a show off-line, you can use Demo mode. It is fully functional but has a watermark on the fullscreen output. Download the USB version of PlaybackPro Plus (Internet Activated versions do not offer a demo mode) from [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads), launch it, click on "New Show." After a few moments, you will get a dialog box with options for the USB key. Select "Run as Demo."



### 2.4 Top Keyboard Commands

- New Show. .... **Shift** + **Command** N
- Save Show ..... **Command** S
- Open Show..... **Command** O
- Close Show..... **Command** W
  
- New Clip ..... **Command** N
- Duplicate Clip..... **Command** D
- Delete Clip ..... **Command** Delete
  
- Take ..... Enter
- End All ..... Escape
- Toggle Play/Pause ..... **Shift** + **Option** Space
  
- Goto In..... **Shift** + **Command** -
- Goto Out..... **Shift** + **Command** =
- Preview Mark In..... **Command** [
- Preview Mark Out..... **Command** ]
- Preview Mark Slate..... **Command** \

See [Section 7](#) for a complete list of keyboard commands.

### 2.5 Audio

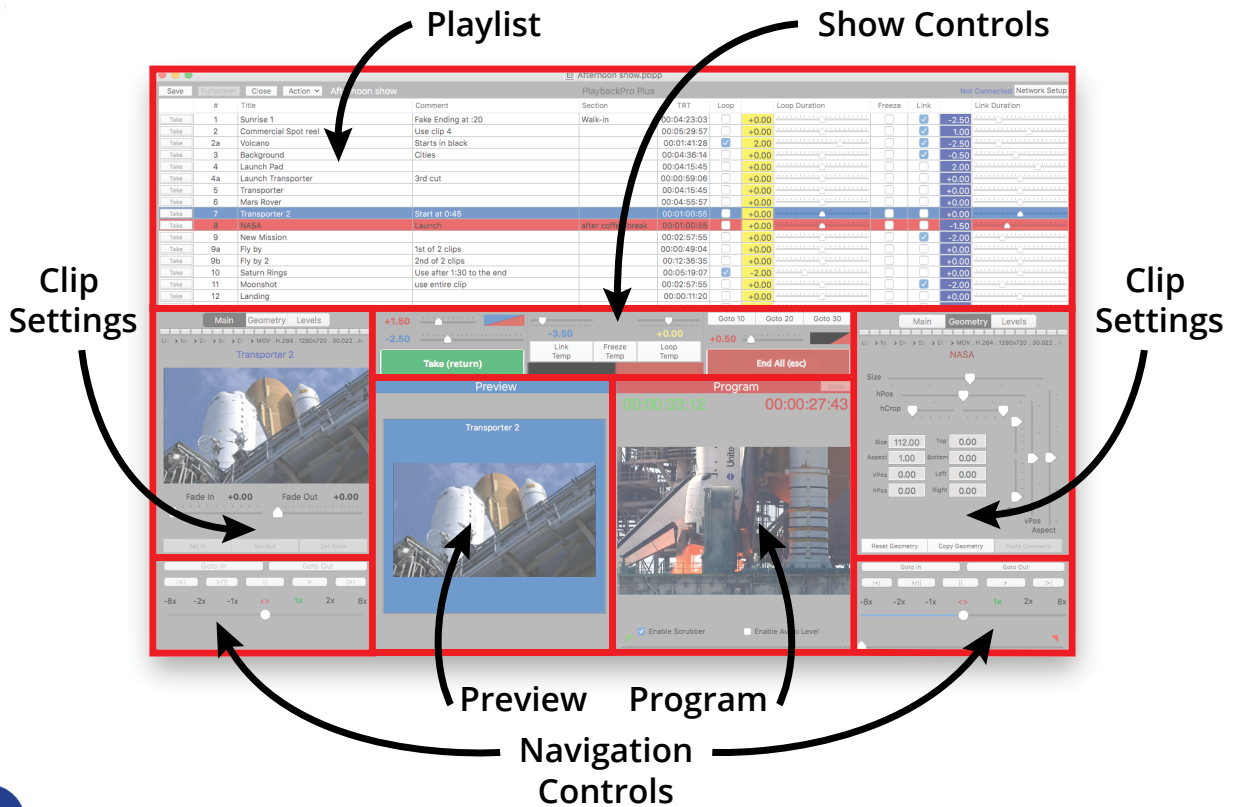
Currently audio is handled by macOS. To change the audio output go to System Preferences, Sound, Output. Multi-channel audio is possible with PlaybackPro Plus. Please contact us for current instructions.

Common compatible codecs are AAC, AIFF/AIFC, MP3 and .WAV.



# 3 Interface

## 3.1 Layout



## 3.2 Preview / Program

PlaybackPro Plus is designed on a Preview/Program paradigm, similar to a production switcher.

**Preview** - Preview is what will play next. Preview is always in blue. When a clip is selected from the playlist, it is placed in Preview and begins to pre-roll in the background to allow direct cuts and immediate transitions with clips playing in Program. Preview is used to set in/out points, set levels, fades and geometry.

**Program** - Program is what's going to the output. Program is always in red. When a clip is Taken from Preview, it transitions to Program and plays with any attributes you've set (in/out Points, fades, geometry, levels, etc). The Program window shows the clip exactly as it appears on the external output.

**Green counter** - The green counter is located over the Preview and Program window

and shows the time elapsed relative to the In point.

**Red counter** - The red counter is located over the Preview and Program window and shows the time remaining relative to the Out point.

**Setup** - The aspect ratio of the output is reflected in the Preview and Program sections. To change the output resolution use the "Setup" button and select the desired resolution.

### 3.3 Playlist

The clips are shown in the Playlist and attributes are applied as clips are played. The clips are only being referenced, PlaybackPro Plus is nondestructive to original clips.

#### Adding Clips

#	Title	Comment	Section	TRT	Loop	Loop Duration	Freeze	Link	Link Duration
1	Sunrise 1	Fake Ending at :20	Walk-in	00:04:23:03	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	-2.50
2	Commercial Spot reel	Use clip 4		00:05:29:57	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1.00
2a	Volcano	Starts in black		00:01:41:28	<input checked="" type="checkbox"/>	2.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	-2.50
3	Background	Cities		00:04:36:14	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	-2.50
4	Launch Pad			00:04:15:45	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	2.00
4a	Launch Transporter	3rd cut		00:00:59:06	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
5	Transporter			00:04:15:45	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
6	Mars Rover			00:04:55:57	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
7	Transporter 2	Start at 0:45		00:01:00:55	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
8	NASA	Launch	after coffee break	00:01:00:55	<input checked="" type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	-1.50
9	New Mission			00:02:57:55	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	-2.00
9a	Fly by	1st of 2 clips		00:00:49:04	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
9b	Fly by 2	2nd of 2 clips		00:12:36:35	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
10	Saturn Rings	Use after 1:30 to the end		00:05:19:07	<input checked="" type="checkbox"/>	-2.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00
11	Moonshot	use entire clip		00:02:57:55	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input checked="" type="checkbox"/>	-2.00
12	Landing			00:00:11:20	<input type="checkbox"/>	+0.00	<input type="checkbox"/>	<input type="checkbox"/>	+0.00

"File" menu and select "New Clips"  
 "Action" button and select "New Clips"  
 Press **Command** + N  
 Drag and drop from a Finder window

#### Removing Clips

"File" menu and select "Remove Clip"  
 Highlight clip and press **Command** + Delete  
 "Action" button, select "Edit Multiple", select clips, select "Delete Selected"

#### Duplicating Clips

Highlight clip and select "File" and "Duplicate"  
 Highlight clip and select "Action" and "Duplicate"  
 Highlight clip and press **Command** + D

Duplicated clips create a new clip entry in the playlist but do not create a new file on a hard drive.

## Ordering Clips

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Clips can be reordered by dragging and dropping, or by using the “Move Up” and “Move Down” options from the “Action” button.

## Locating Clips

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If a clip has been moved from its original location or is off-line, its text will be grayed out. By clicking the “Action” button and selecting “Locate” you can redirect the reference to its new location, however the clip must have the same name.

## Playlist Fields

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**# Field** - Enter alphanumeric text to allow for easy cueing of the next desired clip. In PlaybackPro Plus, the Clip Number can be entered on the keyboard to directly load a clip into Preview. In SimpleSync, the Clip Number can be used to load clips into Preview across multiple PlaybackPro Plus systems. The Clip Number field is for operator convenience, and does not affect the order in which the clips are played.

**Title** - Allows you to rename the reference of the clip for easier identification. Changing the title in this field does not change the filename of the original file stored on a hard drive.

**Comment** - Enter text / production notes for the clip

**Section** - Enter text / production notes for the clip

**TRT** - Total runtime of the clip

**Loop** - Select to loop an individual clip. When a clip that’s set to Loop begins playback, the “Loop Temp” button in Show Controls is activated. [See Section 4.2](#) for more information on Show Controls. An entire playlist may be looped by selecting the “Link” checkbox for each clip.

**Loop Duration** - Sets the loop duration time. A negative number creates a seamless Dissolve (-3.00 = 3 second dissolve) between the end of the clip and the beginning of the clip, zero creates a Cut, and a positive number creates a Delay (+3.00 = 3 second Delay) before the clip starts playing again. This is the same as clicking the “Loop Temp” button and setting the “Loop Duration” manually in Show Controls.

**Freeze** - Selecting this checkbox will freeze on the last frame of the clip playing in Program and activates the “Freeze Temp” button in Show Controls. To end the freeze, “Take” another clip or click on the “Freeze Temp” button.

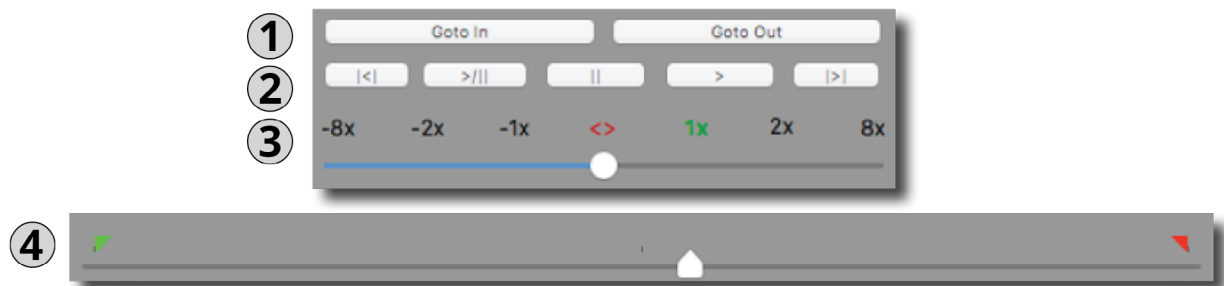
**Link** - When checked, the next clip in the playlist will automatically load into Preview, the “Link Temp” button in Show Controls will activate and the clip will transition to Program when the clip playing in Program ends. This is the same as manually selecting the next clip in Preview, clicking the “Link Temp” button, and setting the “Link Duration” manually in Show Controls. The clip in Preview (and Link Duration) can still be changed once the clip is playing.

**Link duration** - Sets the duration for a transition to the next clip when playout of the clip ends. A negative number creates a Dissolve (-3.00 = 3 second dissolve), zero creates a Cut, and a positive number creates a Delay (+3.00 = 3 second Delay).

**Print** - The playlist can be printed or saved as a PDF file by using the File menu and selecting Print.

### 3.4 Navigation Controls

Navigation Controls are used for finding specific parts of a clip to set In and Out points and the Slate image. There is a set of controls for both Preview and Program.



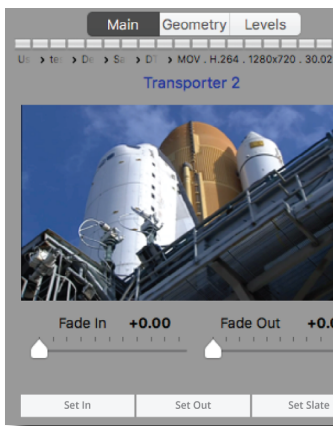
- (1) **Goto In / Out** - Moves the playback position to the In or Out Point
- (2) **Control Buttons** - Fast Reverse, Play-Pause Toggle, Pause, Play and Fast Forward buttons (in order from left to right)
- (3) **Shuttle** - Temporarily changes the playback speed. This is primarily used to set up a clip in Preview, however it can be used in Program. Clips in Program always begin playback at normal speed.
- (4) **Scrubber** - Used to find specific parts of a clip so that In, Out, and Slates can be set. This is primarily used in Preview, however can be used while in Program. When a Preview clip is Taken to Program, it starts from its In Point regardless of the Scrubber position.

# 4 Functions

## 4.1 Clip Settings

The Clip settings determine how a clip is played back in Program, and only affects the selected clip (whether in Preview or Program). All settings are saved when the Show File is saved.

### Main Tab

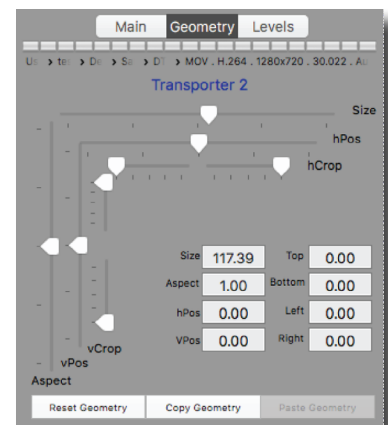


- **File Path Indicator** - Shows the path and name of the referenced file
- **Fade-In Duration** - Tells clip how long to Fade-In on Take
- **Fade-Out Duration** - Tells clip how long to Fade-Out at end
- **Set In** - Sets where clip will begin playback
- **Set Out** - Sets where clip will end playback
- **Set Slate** - Used to set the Slate image for that clip

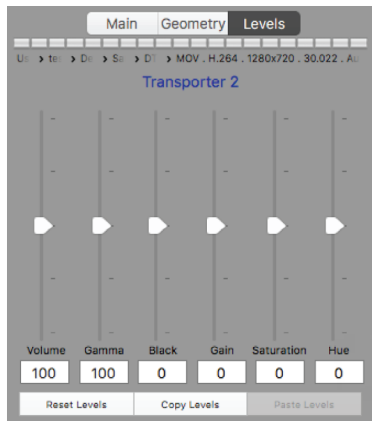
### Geometry

Geometry settings are available on both the Preview and Program side to control the size, aspect ratio, cropping and positioning of clips and will be stored in the playlist if altered.

Geometry can be copied and pasted between clips using the "Copy Geometry" and "Paste Geometry" buttons.



## Levels

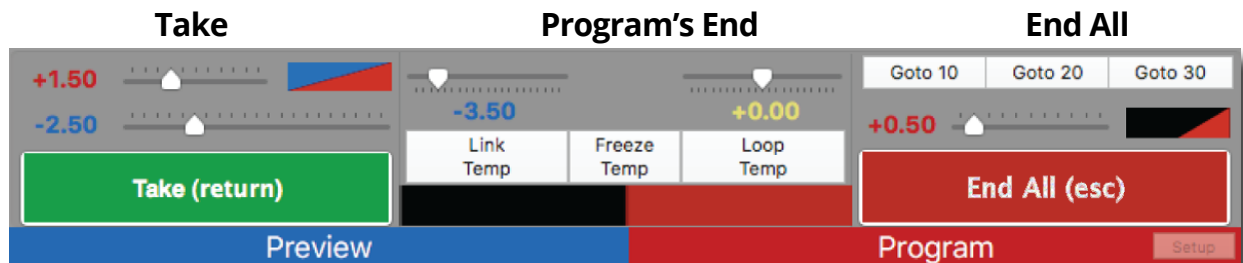


Level settings are also available on both the Preview and Program side to control the black level, gain, gamma, color, hue and volume of the current clip. If the clip is in Program, changes are seen on the video output as well as in the Program section.

Levels can also be copied and pasted between clips using the “Copy Levels” and “Paste Levels” buttons.

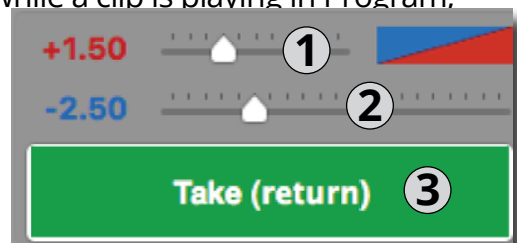
## 4.2 Show Controls and Clip Transitions

The Show Controls breakdown into 3 areas: Take, Program’s End and End All. Each is covered in the following sections.






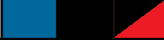


### Take

- (1) **Fade On Take Duration** - If “Take” is clicked while a clip is playing in Program, and the Take Duration is +0.00 or greater (a Cut or Delay), this control fades Program video and audio for the designated duration, before performing the Cut or Delay.
- (2) **Take Duration** - Controls how the Preview clip transitions to Program when “Take” is clicked. A negative number creates a Dissolve (-3.00 = 3 second dissolve), zero creates a Cut, and a positive number creates a Delay (+3.00 = 3 second Delay).
- (3) **Take** - Takes the Preview clip to Program. If there is nothing playing in Program, clicking “Take” causes the Preview clip to begin playing immediately (as a Cut), regardless of the Take Duration.

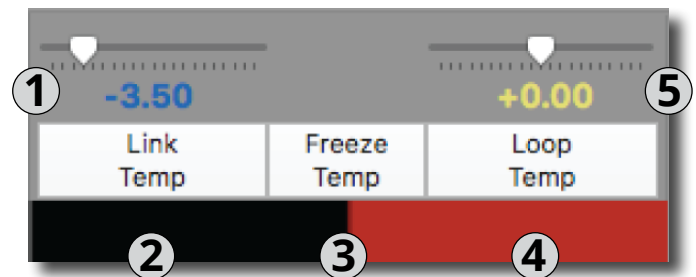


## Possible Take Transitions

Take Duration	Fade On Take	On Take	Image
<b>1</b> <b>2</b> <b>3</b>			
<b>No Program Playing</b>			
N/A	N/A	When Program is not playing, Preview will Cut to Program	
<b>Mixing Preview and Program Clips</b>			
-x.00	N/A	Preview will Mix to Program for x seconds	
<b>Cutting Preview and Program Clips</b>			
+0.00	+0.00	Preview will Cut to Program	
+0.00	+y.00	Preview will Cut to Program after Program fades for y seconds	
<b>Delay between Preview and Program Clips</b>			
+x.00	+0.00	Preview will Cut to Program after Delay of x seconds	
+2.00	+2.00	Preview will Cut to Program x seconds after Program fades for y seconds	

## Program's End



(1) **Link Duration** - Controls how the Preview clip transitions to Program when "Link Temp" is selected and the Program clip has reached its end. A negative number creates a Dissolve (-3.00 = 3 second dissolve), zero creates a Cut, and a positive number creates a Delay (+3.00 = 3 second Delay).



























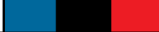
- (2) **Link Temp** - Temporarily Links or Un-links Preview and Program based on the Link Duration. The preview clip will not play if either "Freeze Temp" or "Loop Temp" is selected. This does not affect the clip's permanent Link setting.
- (3) **Freeze Temp** - Temporarily freezes Program clip when it reaches its Out Point. A freeze can be terminated by either unselecting "Freeze Temp", "Taking" a Preview Clip, or clicking "End All". The program clip will not Freeze if "Loop Temp" is selected. This does not affect the clip's permanent Freeze setting.
- (4) **Loop Temp** - Temporarily Loops or Un-loops the Program clip. Click "End All" to immediately end a loop, or "Take" if a clip is loaded in Preview. This does not affect the clip's permanent Loop setting.

(5) **Loop Duration** - Controls how a loop will transition upon itself. A negative number creates a Dissolve (-3.00 = 3 second dissolve), zero creates a Cut, and a positive number creates a Delay (+3.00 = 3 second Delay).

**Legend**

	Button Activated
	Button not activated
<b>Blank</b>	Not Applicable

- ①    ②    ③    ④    ⑤

Link Duration	Link Temp	Freeze Temp	Loop Temp	Loop Duration	Loop, Freeze and Link Transitions	Image
<b>No Program Playing</b>						
					Program will End	
<b>Loop</b>						
				-x.00	Program will loop with a Mix of x seconds	
				-0.00	Program will loop with a Cut	
				+x.00	Program will loop with a Delay of x seconds	
<b>Freeze</b>						
					Program will freeze on last frame	
<b>Link</b>						
-y.00					Preview will Mix to Program for x seconds	
+0.00					Program will Cut to Program	
+y.00					Preview will Cut to Program after Delay of x	



**Goto Buttons**

The Goto 10 / Goto 20 / Goto 30 buttons immediately take the program to 10, 20 or 30 seconds from the clip's Out Point.

**End All**

- (1) **End All Duration** - Specifies how long audio and video will fade out when "End All" is clicked
- (2) **End All** - Ends Program playback and Preview clip will not play



End All Duration	Result	Image
+0.00	Program will End, Preview will not start	
+x.00	Program will fade-out for x seconds, Preview will not start	



### 4.3 Edit Multiple Mode

The “Edit Multiple” mode may be selected from the “Action” menu to make changes across multiple clips and must be used with great care. Please make sure you are comfortable with any changes before you save your playlist.

**Edit Multiple** Select None Select All Warning: This is a very powerful sheet, please use with caution!

#	Title	Section	Comment	TRT
1	Sunrise 1	Walk-in	Fake Ending at :20	00:04:23:03
2	Commercial Spot reel		Use clip 4	00:05:29:57
2a	Volcano		Starts in black	00:01:41:28
3	Background		Cities	00:04:36:14
4	Launch Pad			00:04:15:45
4a	Launch Transporter		3rd cut	00:00:59:06
5	Transporter			00:04:15:45
6	Mars Rover			00:04:55:57
7	Transporter 2		Start at 0:45	00:01:00:55

**Main**

Link -0.50

Loop +0.00

Fade In +0.00

Fade Out +0.00

Freeze

Comment:

Section:

Delete Selected

**Levels**

Volume 100.00

Gamma 100.00

Black 0.00

Gain 0.00

Saturation 100.00

Hue 0.00

Reset

Paste

**Geometry**

Size 100.00

Aspect 1.00

hPos 0.00

vPos 0.00

Crop Top 0.00

Crop bottom 0.00

Crop Left 0.00

Crop Right 0.00

Reset

Paste

Done

## 5 Controller Options

### Multi-System

#### 18-Key DT18



Independently or simultaneously control up to 4 systems with the new DT18. Professional-grade backlit buttons provide easy access to essential show controls and playback functions.

[Read More](#)

### Single-System

#### 12-Key UC12



The UC12 is a proven single system performer. The easy to read color coded buttons provide essential show control functions for both PlaybackPro and PlaybackPro Plus.

[Read More](#)

### Single-System

#### 40-Key UC40



The UC40 was built for single system PlaybackPro Plus control. The buttons for clip setup and show control are color coded and easily accessible for all essential functions.

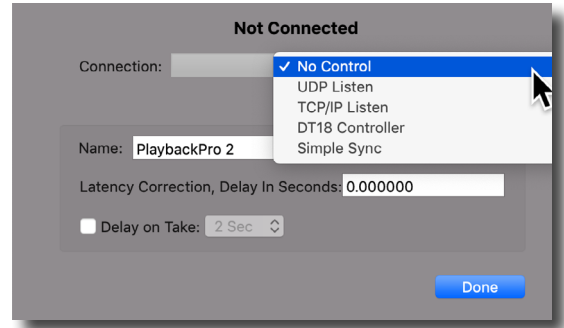
[Read More](#)

# 6 Remote Control

## Overview

PlaybackPro Plus offers several remote control options.

- (1) **No Control** - Stops all listening for remote commands
- (2) **UDP Listen** - System listens for commands over ethernet from remote system
- (3) **TCP/IP Listen** - System listens for commands over ethernet from remote system
- (4) **DT18** - System listens for a connection to and then direct commands from the DT18 Multi-System Controller
- (5) **SimpleSync** - System listens for commands from SimpleSync



## 6.1 DT18

The DT18 Multi-System Controller is designed and built by DT Videolabs. It allows ethernet control of up to four PlaybackPro Plus systems. For more information, including technical specifications and the User Guide, visit [www.dtvideolabs.com/controller-dt18](http://www.dtvideolabs.com/controller-dt18)



## 6.2 SimpleSync

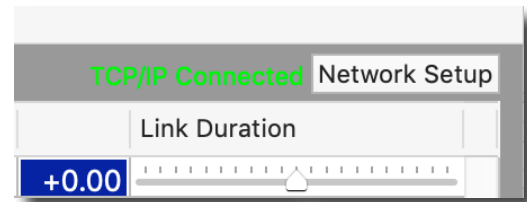
SimpleSync is a free, multi-sync roll companion application for PlaybackPro Plus. To download SimpleSync and the detailed User Guide please use these links.

Download User Guide - [www.dtvideolabs.com/dt-videolabs-user-guides](http://www.dtvideolabs.com/dt-videolabs-user-guides)

Download SimpleSync - [www.dtvideolabs.com/downloads](http://www.dtvideolabs.com/downloads)

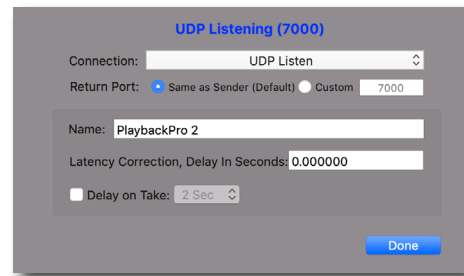
### 6.3 UDP and TCP/IP Remote Control

To control PlaybackPro Plus from a device other than SimpleSync, use UDP or TCP IP control. Select UDP Listen or TCP Listen from the “Network Setup” menu. To stop all communications, select “No Control” from the “Network Setup” menu.



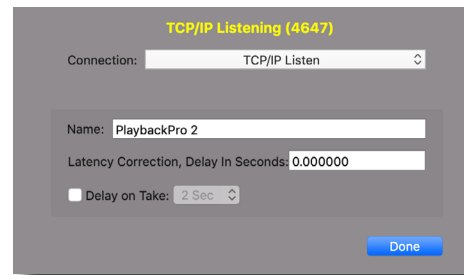
#### UDP

PlaybackPro Plus listens for commands on port 7000. Set the IP address (should be static) and port number on the device that will be controlling PlaybackPro Plus. See the “UDP / TCP Commands” below for commands.



#### TCP

PlaybackPro Plus listens for a connection on port 4647. Set the IP address (should be static) and port number on the device that will be controlling PlaybackPro Plus, and tell it to connect. Once connected, the Network Status will show TCP/IP Connected, rather than TCP/IP Listening. Disconnect the remote source before selecting a different remote option. See the “UDP / TCP Commands” below for commands.



UDP / TCP Commands		
Command	Effect	Return
PR	Previous Clip	
NX	Next Clip	
CL	Clear Preview	
GOxxxx	Load clip xxx into Preview	
GTxxxx	Load clip xxx and Take	
TA	Take	

KL	End All (previously Kill)	
10	Goto 10	
20	Goto 20	
30	Goto 30	
SL	Loop Program	
EL	Unloop Program	
GExx.xx.xx.xx	Goto Time Elapsed	
GRxx.xx.xx.xx	Goto Time Remaining	
PA	Pause	
PL	Play from current location	
GN		program clip name
GU		program clip number
GD		program clip duration
VN		preview clip name
VU		preview clip number
VD		preview clip duration
TE		program Time elapsed
TR		program Time remaining
PS		Playback Status
LS		Loop Status (YES/NO)
AN		All clip names, comma delimited. Commas in names will be replaced with periods.
AU		All clip numbers, comma delimited. Commas in numbers will be replaced with periods.
AD		All clip durations, comma delimited.
Slxxxx	Select Clip by ID	
Tlxxxx	Take Clip by ID	
ID	Return Clip IDs	
EI	Goto In Preview	
EO	Goto Out Preview	
ER	Fast Reverse Preview	
EF	Fast Forward Preview	
E-	Step Back Preview	

E+	Step Forward Preview	
ES	Mark In Preview	
EE	Mark Out Preview	
EP	Play/Pause Preview	
OI	Goto In Program	
OO	Goto Out Program	
OR	Fast Reverse Program	
OF	Fast Forward Program	
O-	Step Back Program	
O+	Step Forward Program	
OS	Mark In Program	
OE	Mark Out Program	
OP	Play/Pause Program	
i-	Link Minus	
i+	Link Plus	
l-	Loop Minus	
l+	Loop Plus	
t-	Take Minus	
t+	Take Plus	
k-	End All Minus	
k+	End All Plus	
f-	Take Fade Minus	
f+	Take Fade Plus	
sa	Save	
it	Link Temp	
lt	Loop Temp	
ft	Freeze Temp	
BF	Window to Front	
SF		Show File Name

# 7 All Keyboard Commands

## Show Files

New Show.....	Shift + Command	N
Open Show.....	Command	O
Close Show.....	Command	W
Save Show.....	Command	S
Save Show As.....	Shift + Command	S
Page Setup.....	Shift + Command	P
Print.....	Command	P

## Show Controls

Select Previous Clip.....		↑
Select Next Clip.....		↓
Clear Preview.....		←
Take.....	Return	
End All.....	Esc	
Decrease Take Duration.....	Option	;
Increase Take Duration.....	Option	'
Decrease Link Duration.....	Option	A
Increase Link Duration.....	Option	S
Decrease Fade On Take Duration.....	Option	D
Increase Fade On Take Duration.....	Option	F
Decrease Loop Duration.....	Option	G
Increase Loop Duration.....	Option	H
Decrease Kill Duration.....	Option	J
Increase Kill Duration.....	Option	K
Toggle LoopTemp.....	Option	L
Toggle Link Temp.....	Shift + Option	L
Toggle Freeze ..	Shift + Control + Option	L
Goto 10.....	Option	1
Goto 20.....	Option	2
Goto 30.....	Option	3

## Navigation Controls - Preview

Toggle Play in Preview.....	Option	Space
Step Forward in Preview.....	Option	→
Step Backward in Preview.....	Option	←
Play Faster in Preview.....	Option	↑

Play Slower in Preview.....	Option	↓
Goto In.....	Command	-
Goto Out.....	Command	=

## Navigation Controls - Program

Toggle Play in Program.....	Shift + Option	Space
Step Forward in Program.....	Shift + Option	→
Step Backward in Program.....	Shift + Option	←
Play Faster in Program.....	Shift + Option	↑
Play Slower in Program.....	Shift + Option	↓
Goto In.....	Shift + Command	-
Goto Out.....	Shift + Command	=

## Clips

New Clips.....	Command	N
Delete Clip.....	Command	Delete
Duplicate Clip.....	Command	D
Select Previous Clip.....		↑
Select Next Clip.....		↓
Preview Mark In.....	Command	[
Preview Mark Out.....	Command	]
Preview Mark Slate.....	Command	\

## Edit

Cut.....	Command	X
Copy.....	Command	C
Paste.....	Command	V
Select All.....	Command	A

## Window

Toggle Full Screen.....	Command	F
Minimize to Dock.....	Command	M

## Help

Display Help.....	Shift + Command	?
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