

ARDOUR Shortcuts

Mnemonic US-Keypad

Transport & Recording Control

destroy last recording	Control+Delete
engage record	Shift+r
fast forward	Shift+→
loop play (the loop range)	l
rewind	Shift+←
start recording	Shift+space
stop and destroy	Control+space
toggle auto input	6
toggle auto play	4
toggle auto return	5
toggle auto-punch status	P
toggle playhead tracking	Control+f
toggle roll	space
toggle track rec-enable	Alt+b
transition to reverse	Shift+↓
transition to roll	Shift+↑

Session & File Handling

add track(s) or bus(ses)	Control+Shift+n
export session	Win+e
import audio files	Alt+i
open a new session	Control+n
open a recent session	Control+Shift+o
open an existing session	Control+o
quit	Control+q
save session	Control+s
snapshot session	Control+Shift+s

Changing What's Visible

fit tracks vertically	f
move selected tracks down	Control+↓
move selected tracks up	Control+↑
scroll down (page)	Page Down
scroll down (step)	↓
scroll up (page)	Page Up
scroll up (step)	↑
toggle editor window mixer	Shift+e
toggle last 2 zoom states	Shift+z
zoom (x) to selected region(s)	Control+Alt+z
zoom (x+y) to selected region	Alt+z
zoom in	=
zoom out	-

Window Visibility

toggle locations dialog	Alt+l
focus on main clock	KP.Divide
rotate editor & mixer window	Alt+m
toggle big clock	Alt+b
toggle color manager	Alt+c
toggle editor window	Alt+e
toggle fullscreen editor window	F11
toggle key bindings editor	Alt+k
toggle preferences dialog	Alt+o
toggle rhythm ferret window	Alt+f

Editing with Edit Point

Most edit functions operate on a single "Edit Point". The edit point can be any of: playhead (default), the mouse or an active marker. The choice of Edit Point is by default linked to the Zoom Focus.

EP to next region sync	;
EP to previous region sync	'
cycle to next edit mode	1
cycle to next grid snap mode	2
cycle to next grid unit	3
insert from region list	i
insert time	Control+t
move EP to playhead	Alt+Return
next EP w/marker	Control+^
next EP w/o marker	,
trim back	k
trim front	j
trim region end to edit point	Shift+}
trim region start to edit point	Shift+{

Aligning with the Edit Point

Align operations move regions so that their start/end/sync point is at the edit point. "Relative" operations just align the first region and moves other selected regions to maintain relative positioning.

align end(s)	Alt+a
align start(s)	Control+Win+a
align start(s) relative	Win+a
align sync point relative	>
align sync points	Shift+a
align sync points (relative)	a

Edit Point Playback

play edit range	Alt+space
play from EP & return	Win+space
play selected region(s)	h

Moving the Playhead

A left click in the rulers positions the playhead unless Ardour is recording. You can use KP.n to move the playhead to the n-th marker.

nudge backward	Alt+←
nudge forwards	Alt+→
to edit point	Return
to end marker	End
to next grid point	Shift+Win+→
to next mark	Ctl+KP_Right
to next region edge	→
to next region edge (ignore selection)	Win+→
to next region sync	Ctl+Alt+→
to next transient	Ctl+→
to previous edge	Win+←
to previous edge (ignore selection)	←
to previous grid point	Shift+Win+←
to previous mark	Ctl+KP_Left
to previous region edge	←
to previous region sync	Ctl+Alt+←
to previous transient	Ctl+←
to start marker	Home
to zero	KP_0

Region Operations

duplicate region (multi)	Shift+d
duplicate region (once)	d
export selected region(s)	Control+Win+e
increase region gain	^
move to original position	Win+o
mute/unmute	Control+m
normalize	n
nudge backward	KP_Subtract
nudge forward	KP_Add
reduce region gain	&
reverse	Alt+r
set fade in length	/
set fade out length	\
set fade out length	e
set region sync point	v
split	s
toggle MIDI note editing	Control+m
toggle fade in active	Control+/<
toggle fade out active	Control+\
transpose	Alt+t

Edit Range

There are only a few functions that refer to an "Edit Range". The current edit range is defined using combinations of the possible edit points: Playhead, Marker or Mouse.

Edit Point	Active Mark?	Edit Range
Playhead	no	from Playhead to Mouse
Playhead	yes	from Playhead to Active Marker
Mouse	no	from Mouse to Playhead
Mouse	yes	from Mouse to Active Marker
Marker	no	<i>No edit range defined</i>
Marker	yes	from Active Marker to Mouse

copy	Control+c
cut	Control+x
delete	Delete
paste	Control+v
redo	Control+r
undo	Control+z

Selecting

all after playhead	Shift+Control+p
all before playhead	Control+p
all enclosed by edit range	Control+u
all present in edit range	u
convert edit range to range	F6
invert selection	Shift+i
select all after EP	Control+Shift+e
select all before EP	Control+e
select all in loop range	Control+l
select all in punch range	Control+d
select everything	Control+a
select next track/bus	Alt+↓
select previous track/bus	Alt+↑

Defining Loop, Punch Range and Tempo Changes

set loop range from edit range]
set loop range from region(s)	Alt+]
set punch range from edit range	[
set punch range from region(s)	Alt+[
set tempo (1 bar) from edit range	0
set tempo (1 bar) from region(s)	9

Markers & Locations

The "move" commands all move the active marker(s). Jump to the first 9 markers using the keypad digits 1-9 (requires numlock).

add mark at playhead	KP_Enter
move to next region edge	Ctl+Shift+→
move to prev. region edge	Ctl+Shift+←

Mouse Modes

object mode	o
range mode	r
region gain mode	g
timefx mode	t
zoom mode	z

Mouse Object Mode

This mode provides many different operations on both regions and control points, partially depending on where you click/drag with the mouse. The "body" of a region is the area where the waveform is displayed.

add control point	left-click <i>in auto track</i>
add/remove selection	Ctl+left-click <i>on body</i>
adjust region edges	left-drag <i>near ends of trim bar</i>
copy+move region(s)	Ctl+left-drag <i>on body</i>
extend selection	Shift+left-click <i>on body</i>
fixed time adjust	middle-drag <i>on point</i>
fixed time copy+move	Ctl+middle-drag <i>on body</i>
fixed time move	middle-drag <i>on body</i>
fixed time move	Ctl+middle-drag <i>on point</i>
lower region	Alt+Shift+middle <i>on body</i>
move control point	left-drag <i>on point</i>
move line segment	left-drag <i>on line</i>
move point+later points	Ctl+left-drag <i>on point</i>
move region(s)	left-drag <i>on body</i>
raise region	Shift+middle <i>on body</i>
rubber-band select	Ctl+Alt+left-drag <i>on regions</i>
rubber-band select	left-drag <i>empty space</i>
rubber-band select	left-drag <i>in auto track</i>
control points	
select	left-click <i>on body</i>
set region end	middle <i>in trim bar</i>
set region start	left-click <i>in trim bar</i>
slip audio in region	Ctl+left-drag <i>in trim bar</i>

Mouse Zoom Mode

define the new visible area	left+drag
zoom in	left-click
zoom out	middle-click
zoom to session	Ctl+middle

Mouse Ops on Solo/Mute/Rec-enable

apply to all tracks/busses	Ctl+Shift+left-click
apply to group	Ctl+left-click
apply to track or active group	left-click
learn MIDI control	Ctl+middle-click
momentary switch	middle-click

Mouse Ops on Solo Buttons only

exclusive solo	Ctl+Alt+left-click
temporary latched solo	Shift+left-click

Mouse Ops on Faders & Plugin Controls

adjust	left-drag
fine-drag control	Ctl+left-drag
finest-drag control	Ctl+Alt+left-drag
learn MIDI control	Ctl+middle-click
<u>reset to default</u>	Shift+left-click

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