

Totally unofficial

Vegas™ 4.0

Shortcuts and Mouse Gestures





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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 for latest version. Send comments and errors to vegas@modernafilmer.se. A US mirror of this document is available from www.fortvir.net.

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Symbols used in the guide

	Left click
	Double click
	Right click
 WHEEL	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

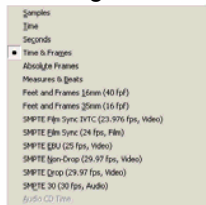
Try this as a start before you have found your own style: start by opening media in the Vegas trimmer. Mark in (I) and out (O) points and insert your event into the timeline. Now zoom in on the event and use the mouse in combination with ctrl, alt and shift keys to move and modify. Split selected events 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

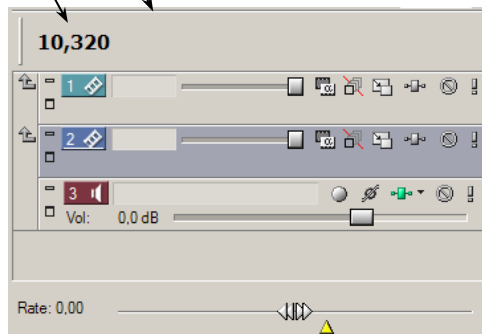


SET MARKERS
 Insert at cursor **M**
 Del / rename
 Jump to marker **1-9**

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**

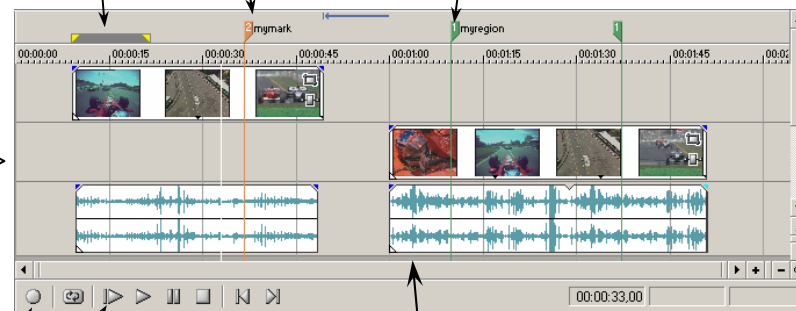
CREATE REGION
 From selection **R**
 Delete / Rename
 Jump to region **1-9**

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**

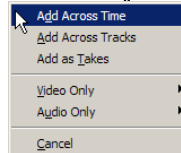


TOGGLE FOCUS
Tab

LOOP PLAY
TOGGLE Q

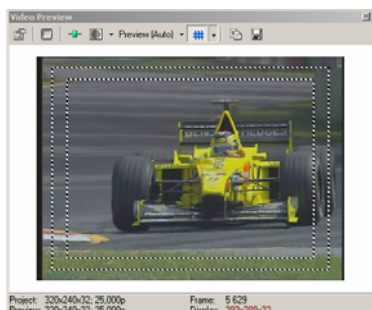


INSERTING MEDIA TO TIMELINE
 DRAG on timeline
 DRAG to select insertion type
A / **Shift A** Trimmer: Add media from/to cursor

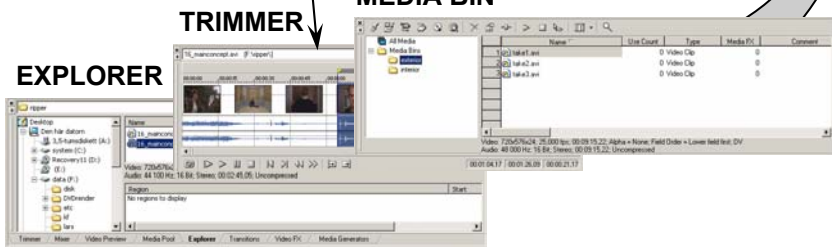


TRANSFER TIME SELECTION
T / **Shift T** After/before cursor

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



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

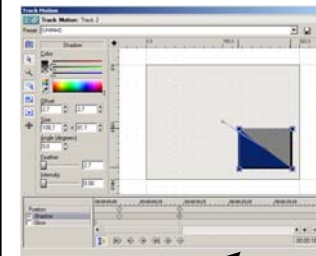
TRACK NAME

Rename

TRACK FX



TRACK MOTION



Solo/add to solo group **X**

Exclusive solo **Shift X**

Mute selected **Z**

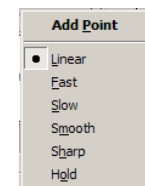
Unmute all **Shift Z**

COMPOSITING MODE

KEYFRAMES

Open in track motion

Add/select type



Show A-B roll

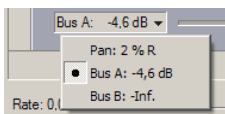
Expand keyframes

INVERT PHASE

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



BUS TRACKS

Select bus

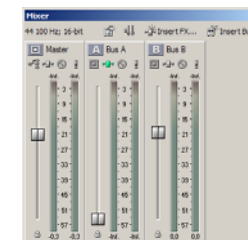
Open mixer **Alt 2**

Show/hide tracks **B**

MIXER

Alt 3 Display

Insert bus track/assignable FX



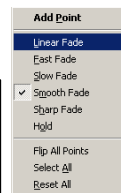
SURROUND KEYFRAMES

Shift P Enable

Open in panner

Add / select type

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



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 ↑**

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

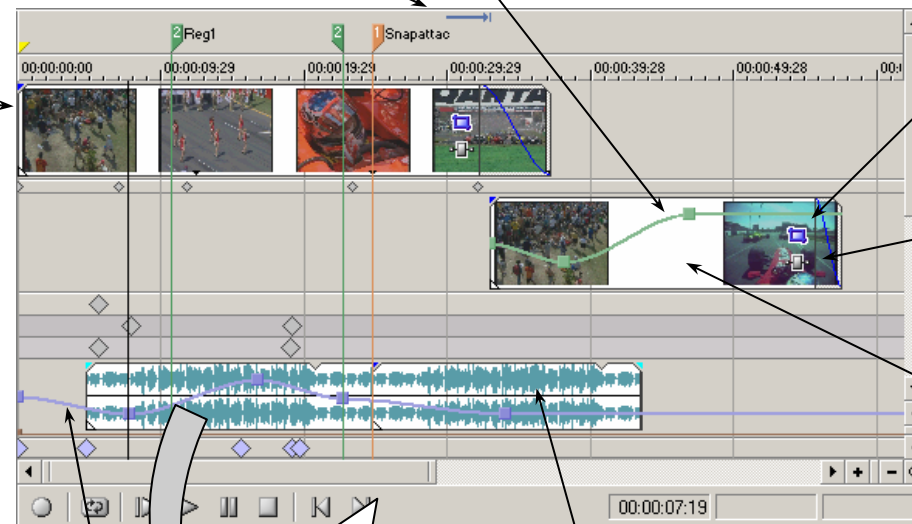
Split events on sel. tracks **S**
 Crop selected **Ctrl T**
 Copy selected **Ctrl C**
 Cut/Paste **Ctrl X / Ctrl V**
 Paste insert **Ctrl Shift V**
 Paste repeat **Ctrl B**
 Delete **Delete**

RECORD TO TRACK

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

LOOP MODE

Toggle **Q**



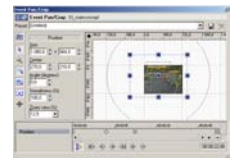
OPEN EVENT
 IN EXT AUDIO
 EDITOR **Ctrl E**

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
 Select with envelope tool (**D** toggle)

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**

