

# Power Key-Option

for Casablanca Avio, Prestige und Kron

User's Manual

## Safety notice

To avoid making unnecessary mistakes during operation, we recommend that you carefully follow the instructions provided in this manual.

We would also like to point out that the Power Key Option has been designed with the hobby enthusiast in mind.

We have taken a great deal of care while programming and checking this product.

Nevertheless, since it is not possible to guarantee completely error-free software applications in all environments and at any time, we unfortunately cannot rule out the possibility that some errors may have crept in. If, contrary to all expectations, this is indeed the case, we shall remedy any errors in the program and supply the affected customers with the new software free of charge.

We cannot, however, accept any liability for loss of data/time or any consequential damages that may occur as a result, particularly since we have no influence over correct software installation and operation by the customer. MacroSystem Digital Video AG and its dealers therefore cannot be held liable for any defects or unintentional damage in connection with the installation or use of the Power Key Option. MacroSystem Digital Video AG and its dealers do not guarantee fault-free use of the product or complete flawlessness of the product.

Any implied guarantee is void, including guarantee of suitability of the software or operating instructions for a particular purpose.

Neither MacroSystem Digital Video AG nor its dealers are responsible for any damages resulting either directly or indirectly through the use of the software or the operating instructions, e.g. for profit loss, costs, hardware or software problems or other problems.

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# 1. General information

## 1.1 General information

Thank you for having purchased the Power Key Option from your Casablanca products dealer. We would like to thank you for placing your trust in us and hope that this product will fulfill your expectations.

The Power Key Option allows you to use your Casablanca even more intensely than before. Please do not hesitate to contact us if you have any further questions or wish to provide us with suggestions for improvement.

To contact us, please refer to the addresses and telephone numbers printed in the Casablanca manual.

We kindly ask you to provide the serial number of your device or your customer number whenever you contact us.

## 1.2 Keyboards

If you already have a keyboard, please make sure it has a USB connection and that it is a standard Windows keyboard, since you will need the Windows menu control buttons for carrying out operations. („Windows“ is a registered trademark of Microsoft Corp.)

Note: We do not provide any guarantee for the correct functioning of a connected third party keyboard.

This manual refers primarily to the Power Key Option that's sold as a complete package from MacroSystem and is comprised of both software and hardware (the keyboard itself). This means that the various keys are described as they appear on the keyboard sold by MacroSystem. We will therefore make references to the four marker keys (M1 to M4) that are assigned to keys F5 to F8.



We will cover this kind of product-specific information (such as the M1 through M4 keys referring to the function keys 5 through 8) at the beginning of these operating instructions and then presume this knowledge as we progress throughout the remainder of the manual. Don't worry - you'll get used to the different keys and their functions very quickly.

## 1.3 Installation

The Power Key Option includes software that can be used with the keyboards sold by MacroSystem as well as with other commercially available keyboards.

If you have your own keyboard, please take note of the information in Chapter 1.2 entitled „Keyboards.“

You must now install the software (located on the SmartMedia card that you received from your dealer) on your Casablanca system.

To do so, you will need at least version 1.8 of the Casablanca system software or version 2.0 of the SMART EDIT software. (You can check your system software version by using the Information item on the lower-left side of the „System Settings“ screen.)

With your Casablanca powered on, go into the „System Settings“ screen, select the „Install Product“ button and insert the SmartMedia installation card into the Casablanca's drive. When you insert it, make sure the gold-colored contacts are facing downwards and the beveled corner is pointing towards the left and front (i.e. towards the Casablanca).

Push the card in until only around half a centimeter protrudes from the unit and you feel some resistance.

You will now see the „Power Key Option“ software listed in the window. Select it in the list and click on „License“ or „Activate“. A numerical keypad appears. You can use it to enter the license code that you purchased from your dealer. A message will then inform you that the installation process has completed. You can now remove the SmartMedia card.

Note: You cannot use this software in demo mode.

You can now easily connect the keyboard via the USB port and begin using it. To do so, connect the USB plug on the end of the cable that is attached to the keyboard to one of the two USB ports on your Casablanca. It does not matter which USB port you use since both function identically. If necessary, please refer to the Casablanca manual to find out which ports are the USB ports.

Note: You can, of course, still use the keyboard even if both USB ports on your Casablanca are already connected to USB-compatible products (such as Twister PC-Link). You will, however, need a „hub“ unit (available from retailers). The hub works as a distributor and is connected to your Casablanca so that you can connect additional USB cables.

Since this is a USB connection, connecting the devices in this way does not impair the quality of the connection. Furthermore, you can disconnect and reconnect USB connections while the system is running without having to restart your Casablanca.

## 2. What is the Power Key Option?

### 2.1 What is the Power Key Option?

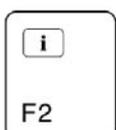
Using a connected keyboard simplifies your work in all the Casablanca's screens, particularly when it comes to entering longer texts really (e.g. within the Titling screen, when naming scenes and audio samples, when assigning titles in the archive, etc.).

Furthermore, using the Power Key Option means you will rarely have to use the trackball. Nearly all the functions could only be operated by using the trackball can now also be controlled with the keyboard. You can now precisely move the on-screen pointer (on the Kron) or the on-screen hand (on the Avio) using the navigation arrows, and can confirm and select their positions (this is very useful when selecting scenes). Both the left and right trackball buttons are now replaced by functions on the keyboard, which means you can select buttons in any open window or cancel functions. The keyboard's ease of use speeds up your routine work thus saving you valuable time.

You can also use the key commands on the Power Key Option to switch to other screens, select any on-screen button with a keyboard shortcut, control your DV device for importing video footage, etc.

The Power Key Option provides many new and powerful functions, which you will become more familiar with in this manual.

At first, working with the Power Key Option might seem a bit of a challenge, especially for the novice user or hobbieist, since it does provide plenty of functions which you first have to learn how to use. Each control element is assigned a key or a key combination. But once you've spent a little time using the program, you will soon start learning how to use more and more of the functions. And if ever you forget one of the functions, you can always look up which keys activate which functions. To do so, either press this function key



to display all the key codes for all the keys that are relevant to the currently selected Casablanca screen. (Once you let go of this key, you will return to normal mode.) You can also look it up in the overview provided by the table. It contains a list of all the functions and their new key codes for each screen.

After using the keyboard regularly, you will soon notice that this method of controlling the system is considerably more timesaving and makes a whole range of new options available to you.

Note: So far there have been a few key combinations available for controlling the Casablanca Avio and Kron. However, their implementation has neither been assured nor documented. As of system software version 1.8 (which supports the Power Key Option), some of these key codes no longer work or the functions can be operated using other key combinations. We hope you will understand should a situation arise in which you find you have to adapt to a different way of operating certain functions.

You can see which letters and key codes control which functions by referring to the table in the appendix.

### 2.2 Information on the essentials

#### Qualifiers

The Power Key Option uses various „qualifier“ keys. These are keys that have to be used in combination with other keys. You will no doubt already be familiar with the Shift qualifier key (arrow pointing upwards) on standard PC keyboards that is used for typing capital letters.

So if you are instructed to press two keys (e.g. to input a capital „A“), you first have to press and hold the key that is mentioned first (in this case the Shift key) and then the specified key (i.e. „A“). Then let go of the keys.

Sometimes two qualifier keys have to be pressed simultaneously. If this is the case, first press and hold both qualifier keys (the order in which you do this is irrelevant), and only then press the third key.

If you're not familiar with this input method (it's standard on PCs), you might need some time to get used to it. But you'll soon discover that operating the system with the keyboard is much more convenient and it opens up a whole new range of options.

Please refer to the table in the appendix for a list of qualifiers.

### Repeating keystrokes

The keyboard's repeat function for repeating keystrokes is supported. However, if the repeat commands are entered more quickly than the function can carry them out, they will simply „go under.“ This is not the case if you rapidly press and release the key many times in succession. None of the commands will be ignored in this case, even if the function seems slow in carrying them out.

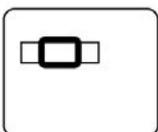
### Localization of key codes

The key codes are not localized, which means that the selected key code is independent of the configured language. However, the position of certain keys may change, for instance, the „Z“ key is in a different position on a German keyboard than on an English one.

As you can see from the table, many key codes are in some way related to the English descriptions of the on-screen buttons.

### Standardization

Storyboard functions are generally accessed using this key:



All the codes for switching between screens can be used in any of the screens.

Identical or similar functions in various screens are controlled by using the same key codes.

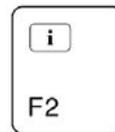
The Enter key and the Esc function in windows

generally correspond with the „OK“ and „Cancel“ buttons on the Casablanca user interface.

Functions that cannot be accessed from the on-screen interface are generally accessed by using the Ctrl key.

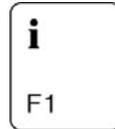
### Help functions

The key codes for the available buttons can optionally be displayed on-screen to simplify operation for beginners. Pressing the



key will display the codes on screen for as long as the key is pressed. Once you let go of this key, you will return to normal mode.

Many add-on software applications that you can install are also supported. You can therefore display the key codes in other programs by pressing this key. The



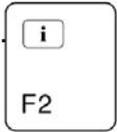
key also provides on-screen help, however, the key actually refers to the „i“ (information) button as seen in various menus and screens (such as in the Special menu and Effects screens). You can use this button and key to open a gray window containing information on additional effects.

## 2.3 Differences when activating the Multi-User Edition

If you have installed and activated the „Multi-User Edition“ software, you must bear certain changes in mind.

Activating the Multi-User Edition does changes the project menu. Since you are no longer presented with a selection of the usual projects (instead, you see an administrator project and a selection of up to 30 user projects), the key codes will naturally be different too. Though you can display

them in the usual way by pressing



Since the teacher's menu contains additional buttons, there are of course additional controls that you can also display by pressing this key.

The option of assigning your own functions to marker keys is affected by activating the Multi-User Edition.

The various key assignments for all the effects lists is usually the same for all projects. However, if the Multi-User Edition is activated, they are saved separately for each project.

This means that a marker key that was previously assigned a certain effect, can no longer be selected after the Multi-User Edition is activated.



## 3. New functions

With the keyboard, you can operate any of the functions that you are already familiar with. However, the Power Key Option does provide many new functions (described in this chapter) and enhances some of the standard functions that you're already familiar with.

### Copying scenes

You can copy and then insert a scene that's present in the scene bin.

To do so, highlight the required scene in the scene bin using the arrows, and then press the key combination of Ctrl c. (If you've had some experience with computers, you'll already be familiar with this key combination). This will cause the selected scene to be saved in a hidden clipboard (it will not be listed in the Special menu's clipboard).

You can then insert this scene back into the scene bin using the key combination Ctrl v. The scene will be inserted behind the scene that is currently highlighted in blue. If you have not copied another scene since then (i.e. by pressing the Ctrl and c keys), you can repeat this procedure as often as you like. And you can of course insert the scene each time in a new position, if you wish. Leaving the Edit screen does not change anything - the scene remains stored in the clipboard and can be inserted again if you return to the screen. The clipboard memory will only be cleared if you switch off the Casablanca.

If you want to remove a scene from the scene bin, you can use the key combination of Ctrl x (the same as on a PC).

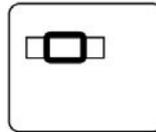
This removes the currently active scene from the scene bin. However, it can be inserted again straight away behind the scene that is highlighted in the scene bin by pressing the key combination Ctrl v. You cannot use the undo button to insert the scene again.

So the scene is not completely deleted but is likewise stored in the clipboard. It can be inserted as many times as you like until the next time you store a scene in the clipboard by pressing Ctrl x or Ctrl c.

Tip: You can easily change the order of the stored scenes to suit your needs by using the Ctrl x and Ctrl v key combinations.

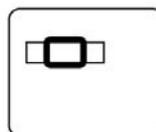
### Inserting a scene / highlighting the next

Even without the keyboard it was possible to highlight a scene in the scene bin and insert it in the storyboard. This is also possible with the help of the keyboard. To do so, use the navigation arrows to highlight the scene in the scene bin and press the



key in combination with the Ins key. (You can select any of the neighboring scenes using the right and left arrow keys, and you can access other rows not currently visible on-screen by pressing the up and down arrow keys.)

The keyboard also gives you the added option of automatically highlighting the scene that is positioned immediately after the one you just inserted. This is particularly useful if you want to use the repeat function (please refer to the „Repeat function“ section below). In order to insert a scene and immediately highlight the one after, press the

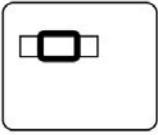


key in combination with Ctrl and Ins. As you can see, the selected scene appears in the storyboard and the following scene is highlighted in blue.

### Searching in the storyboard

The keyboard allows you to select a scene in the scene bin and then search for that same scene within the storyboard.

To do so, highlight a scene that's marked by a black dot (meaning one that has already been inserted in the storyboard), and press the two keys



and f. This causes the scene to be moved into the storyboard's frame regardless of which position the storyboard was previously in.

If you inserted the scene into the storyboard numerous times, the next occurrence of the scene will be searched for. If you press the key combination again, the next one will be searched for, etc. Once it reaches the end, it will start searching from the beginning again.

### Applying the length of one scene to the next scene

Not only is it possible to use the keyboard to trim each scene, you can also use it to automatically apply the trimmed length to the next scene.

Choose a scene with a length you would like to use (e.g. 10 seconds) and highlight it in the Edit screen's scene bin.

Now press the key combination of Ctrl t. This causes the subsequent scene to be trimmed to the same length and then highlighted. The longer you keep this key combination pressed the more scenes are trimmed. The end of the scene is always trimmed back - this means that the thumbnail picture, which helps you to recognize the scene, always remains the same.

If a scene is shorter than the selected one, it cannot of course be lengthened but instead retains its original length.

Caution: This shorter length will then be applied to the subsequent scenes, since Ctrl t always applies the length of the current scene to the next. Highlighting the next scene is also useful if you want to use the repeat function (please refer to the „Repeat function“ section below).

### Searching in the scene bin by name

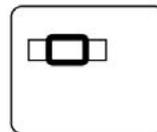
Another new feature that can be used in the Edit screen is the search function. You already know how to use the option which allows you to move a scene into the storyboard's frame and then search for that scene in the scene bin. However, using the keyboard, you can now search for a scene directly using its name without first having to position it in the frame.

To do so, open the on-screen keyboard using the key code Ctrl f (the same as on a PC) and enter the name of the scene you require. Please make sure that you spell the name correctly (though upper and lower case letters are irrelevant in this case). Furthermore, the scene that you are searching for does not have to have been previously inserted in the storyboard.

If the scene is found, it's highlighted in blue within the scene bin.

### Searching in the storyboard by name

This search method can also be used for the storyboard. Open the on-screen keyboard by using the key code



Ctrl f, and enter the name of the scene that you want to search for. Again, please make sure that you spell the name correctly (though, as before, upper and lower case letters are irrelevant). If the system finds the scene, the storyboard moves so that the scene you are searching for appears within the frame.

This search method does not require the searched scene to still be present in the scene bin.

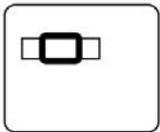
### Stopping the storyboard

This function allows you to stop the storyboard in all screens. If you press the h key during playback, playback is halted. If you are currently in the Edit screen (i.e. the storyboard moved forwards as normal), this function sets the storyboard to the current position.

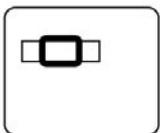
If the storyboard is stopped using the normal method, it will return to the same position that it was in before playback was started.

### Inserting and removing effects

If you're in the Transition screen, Image-Processing screen or the Titling screen, you can conveniently insert effects by simply highlighting the effect and pressing the



Ctrl Ins key combination. The selected effect then appears on the scene or between the two scenes. Furthermore, the storyboard is automatically moved one position to the right, so that another effect can be inserted. If you want to remove an effect, select the desired position in the storyboard and press the key combination



Ctrl Del. The effect that is located there is removed and the storyboard is moved one position to the right so that you can remove the next effect, if that is what you want to do. Again, you can read more about these two functions in the „Repeat function“ section below.

### Removing audio samples

If you are in the „Audio Mix“ screen, you can remove any audio sample you want from the selected audio track by highlighting it and pressing the key code Ctrl Del. The special feature incorporated in this function is that after you delete the audio sample, the next sample on the same audio track is automatically highlighted so that it too can be deleted, if you so wish. You can read more about this in the „Repeat function“ section below.

### Copying the volume of an audio sample

This new function allows you to apply the volume of any audio sample to the one after it. In the „Audio Mix“ screen, set the volume of an audio sample to the required level. Then press the key combination of Ctrl e so that the next sample on the same audio track becomes active and takes on the volume level of the previous sample. The „Repeat function“ can be used here as well (see the section below).

### Muting

The Power Key Option now gives you the option of muting an audio sample. Select an audio sample on one of the audio tracks in the „Audio Mix“ screen, and press the m key. The sample is then muted and the volume control slides to the left. This function spares you the inconvenience of having to move the slider all the way to the left yourself.

This function is also available with an added feature that allows you to mute the current audio sample using the key combination Ctrl m and then automatically switch to the next sample on the same audio track to highlight it.

The Ctrl m function can be repeated (see the „Repeat function“ section).

### Deleting characters

The Power Key Option also provides new features in the Titling screen. If you entered one character too many, you can delete it by pressing the Del key. Please note that the character must be positioned to the right of the cursor (= vertical line).

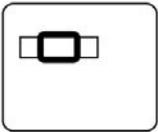
### Deleting documents

You can delete text (meaning all texts, boxes and pages) in the Titling screen by selecting the required box and pressing the key combination of Alt n. A window opens and asks you for confirmation. You can then decide whether you really want to delete the document or not by pressing Y (yes) or N (no).

## Repeat function

This function allows you to repeat the same action for several scenes in a row up to 999 times. If you want to carry out the same action for a large and unmanageable number of scenes (say, for instance, all 143 scenes contained in the scene bin), you can enter 999 as the repeat rate so that all 143 scenes are taken into account.

Here is an example: If you want to insert ten consecutive scenes from the scene bin into the storyboard, you first insert the first scene using the key combination

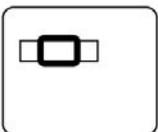


Ctrl Ins. The fact that you have also pressed the Ctrl key means that the next scene in the scene bin is automatically highlighted.

Now press the key combination of Ctrl r to open the „Repeat Command“ option. In this window you can highlight the control using the r key and set the correct number (i.e. in this example the number 9) using the navigation arrows. Next, confirm your setting by pressing the Enter key. As soon as you press the Enter key again (= OK), the window is closed and the subsequent 9 scenes are inserted in the storyboard.

If the number of scenes remaining in the scene bin is less than the repeat rate, only the available number of scenes are inserted.

Please note: If you insert the first scene only using the



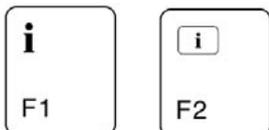
and Ins keys, the next scene in the scene bin will not be highlighted and you therefore cannot access the „Repeat Command“ window.

This feature allows you to repeat all the functions listed above that refer to this section.

## 4. Function keys

The Power Key Option has over 15 function keys. If you have your own keyboard connected, please take note of the differences between it and the keyboard sold by MacroSystem. Please read Chapter 1.2 entitled „Keyboards.“

The two function keys



provide help. You can assign your own functions to the



keys. The

keys are used to control the record, stop, play and pause functions for the storyboard and for the Record and Finish screens.

The four marker keys that you can program yourself relate to the functions in the storyboard and can be used in all screens in which a storyboard is available.

### Marker keys

The Power Key Option gives you the option of assigning your own choice of functions to four keys. The M1, M2, M3 and M4 keys („M“ stands for marker) are used for this:

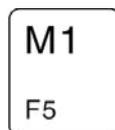


These keys are not assigned, which is why a circle with a line through it appears on-screen if you press one of the four keys. This symbol indicates that a function cannot be carried out.

You can now assign functions to the keys as required, e.g. effects that you use frequently, particular positions in the storyboard, scenes from the scene bin or patterns and masks in the imagepool.

To do so, select the required effect from the list of effects or the required scene and then press Ctrl and the marker key that you want to assign. The function you have chosen is now assigned to the selected marker key.

Here is an example: Highlight a scene in the scene bin, press the Ctrl key and, whilst keeping it pressed, press the first marker key, i.e.



You can then select another scene anywhere in the scene bin and, by pressing this key once more, you can access your marked scene again. To store an effect, proceed as follows: For example, in the list of effects in the Transitions screen, select the „Double Exposure“ function. Press the Ctrl key and, whilst keeping it pressed, press the



key and then let go of the two keys. Now scroll further through the list of effects and then press the marker key again. As you can see, the key has now been assigned the „Double Exposure“ function.

You can of course assign several functions to a key as long as these functions are not located in the same screen. So, for instance, you can assign a scene from the scene bin, a title effect, an image-processing effect and a transition effect all to one marker key - depending on which screen you are in, you can then access the stored function by pressing the marker key.

You can, of course, reassign the marker keys whenever you want. To do so, proceed as you did when assigning a function for the first time. The newly assigned function will „overwrite“ the old function.

All four keys are stored in non-volatile memory,

which means that none of the key assignments will be lost when you switch the device off.

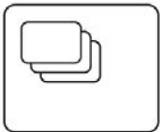
Some functions can be stored globally for all projects while others are project specific. If you are using the „Multi-user Edition“ program, the system will behave differently.

For further information on this, please read Chapter 2.2 entitled „Differences when activating the Multi-user Edition“.

## 5. Navigation in the program

### Switching screens

Of course you already know how to switch from one Casablanca screen to another. To do so, you have so far clicked on the screen symbols in the bottom right corner of each screen and have returned by pressing the right trackball button. You can now also switch to any screen using a key combination. The particular advantage of this is that you can also switch to screens whose screen symbols are not listed in the currently open screen. This means you no longer have to go via the main screen. For instance, you can now jump from the Transitions screen directly to the Project Settings screen, or you can go to the Finish screen directly from the Edit screen. To switch to a screen, press the navigation key



Keep this key pressed (please also refer to the previous Chapter 2.3 entitled „Information on the essentials“, „Qualifier keys“) and now press the key code corresponding to the required screen (e.g. e = Edit screen. Please refer to the codes listed in the table in the appendix). When you see the screen changing, let go of the two keys again.

### Windows

Various windows can be opened from various screens. Most contain the „OK“ and „Cancel“ buttons. To operate the „OK“ button, you can press the Enter key. To operate „Cancel“, press the Esc key.

A window containing the reply options „Yes“ and „No“ can be controlled using the Enter (confirm) and Esc (cancel) keys as well as the Y (yes) and N (no) keys.

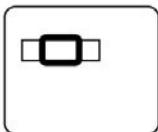


## 6. Additional options for special elements

### Storyboard

In this chapter we shall list the individual keys (key combinations) and the options available for operating the storyboard that you will require in all screens containing a storyboard.

To activate the storyboard's slider control, you must press the



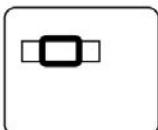
key in combination with I.

When the slider control is active, you can move to the left and right scene-by-scene using the navigation arrows (i.e. their function is comparable with the separate on-screen buttons located on the right of the slider).

The Page Up and Page Down keys can be used to browse through the storyboard „page-by-page“, whereby each page overlaps the other by one entry in the storyboard.

The Home and End keys can be used to jump to the beginning or end of the storyboard.

If the slider is not active, you must activate the above functions using the



key. If the slider is active, you can additionally press this key but it is not required. It is also possible to search for a scene marked in the scene bin or search for a scene directly using its name. For further details, read the corresponding sections in Chapter 3 entitled „New functions“ („Searching in the storyboard by name“). During audio post-editing you can move the storyboard easily by selecting the required audio track and moving from audio sample to sample using the navigation arrows – they therefore provide the same function as the separate on-screen buttons.

### Selection lists

Selection lists are lists containing several items that can be selected (e.g. Effects lists, Special menu).

The navigation arrows (pointing up and down) can be used to move up and down to each entry in the list.

The Page Up and Page Down keys can be used to browse through selection lists „page-by-page“ (i.e. the effects that you see listed at the same time), whereby the last entry of the last page appears as the first entry in the next page.

The Home and End keys can be used to jump to the beginning or end of the selection list.

The above functions can be selected at any time even if the slider control in the selection list is not active.

However, there is also a function that does require the slider to be active. To activate it, press key I to highlight it. You can then search for the required entry by pressing a letter (e.g. the Color Fade effect). Simply enter the first letter of the effect you require (in this case the letter „c“), and the selection list jumps to this entry. If there are several entries beginning with the same letter, the first one occurring in the list will be highlighted. If there are no entries starting with the selected letter, the list jumps to the entry occurring next in the alphabet.

Note: Since the list for the Special menu is subdivided (into special effects and image-processing effects), it is only possible to select an entry in the upper list (special effects) using the „first-letter method.“ If you want to select an entry from the lower list, you have to press the Alt key in addition to the required letter.

The displayed list entry can then be accepted by pressing the Enter key, and the Esc key lets you cancel the procedure.

Windows containing a grid, like the „Select Pattern“ window, can be controlled in the same way as selection lists. Furthermore, you can use the navigation arrows here to move to the left and right. The feature allowing you to select an entry directly by way of its first letter is not supported here.

The entries in some lists are not sorted alphabetically (e.g. audio samples) or they have multiple

columns (e.g. projects). In these cases, the alphabetical search function cannot be used sensibly.

### **Selection buttons**

Selection buttons are the Casablanca's on-screen buttons that are displayed containing three lines in their left corners (e.g. the trackball speed or various effects options). Clicking on this type of button will open a list of several options.

Select the button by pressing the appropriate key combination (e.g. trackball speed = t). Once it is active, you have various options available for selecting the required function. You can move up or down using the navigation arrows, or by pressing the Home/End keys or the Page Up/Page Down keys you can move to the corresponding positions in the list. Furthermore, the first 10 entries in a selection button's list can be accessed directly using keys 1 to 0.

The displayed list entry can then be accepted by pressing the Enter key, and the Esc key lets you cancel the procedure.

You can close the selection button again by pressing its key combination once more. This method has the same effect as canceling, that is to say, if you selected any new options they will not be applied.

### **Slider controls**

The sliders contained in several of the screens can be operated by activating their key code. You can then move the slider to the left or right using the navigation arrows. The Home and End keys and the Page Up and Page Down keys can be used here as well.

The Home and End keys that normally take you up or down can be used on buttons with numerical values to switch from the lowest to the highest value.

You can also enter numerical values directly by holding the Alt key whilst typing in the number. The set value can then be accepted by pressing the Enter key, and the Esc key lets you cancel the procedure.

### **Here are two small examples:**

If you want to move a slider to adjust either a timecode or a numerical value, proceed as follows: For instance, in the „Edit“ screen open the „New Scene“ menu and select the „Length“ slider by pressing the t key code to activate it. If, say, the slider currently displays a length of 3 seconds and you want the scene to have a length of 5 seconds, you have various options open to you. Moving the slider using the navigation arrows would allow you to enter a value precisely but it would definitely take too long.

Pressing the End key would move the slider too far to the right and is therefore of no use here. So you can either use the Page Down key or enter the number directly. If you decide to use the Page Down key, you have to press the key twice in order to increase the length from 3 to 5 seconds, since one press of the key equates to one second on the slider.

If you decide to enter the number directly, press the Alt key and, while keeping it pressed, enter the values 5, 0, 0 one after the other. If you were to only enter the number 5, a length of only 5 frames would be added to the slider's position.

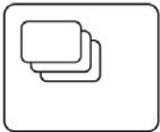
## 7. Miscellaneous

### Keyboard lock

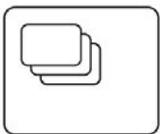
This function allows you to lock your keyboard to that you cannot press any keys by accident. To lock the keyboard, press the key combination Ctrl I - it is now only possible to press the navigation arrows and the Esc key. This means you can return to the main screen by pressing the Esc key several times but no other actions are possible. If you now press any other key, a window appears informing you that the lock is active and that it can only be unlocked by pressing the key combination Ctrl Alt u. You can then close this window by confirming it with the Enter key (=OK) or the Esc key. If the system is restarted, however, the keyboard lock will be deactivated again.

### Trackball controls

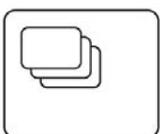
The Power Key Option allows you to control many of the trackball's functions. You can use the



key and the navigation arrows to move the on-screen hand or on-screen arrow in the four given directions. The on-screen cursor keeps moving as long as you keep the



key and one of the navigation arrows pressed. The functions of the two trackball buttons are also accessible by using keys on the keyboard. If you press the key combination



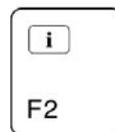
and Enter, you can select the button that currently has the on-screen cursor positioned over it.

### Support for added functions

If you install other add-on software products, the keyboard functions can also be used in a few more programs. The following programs were supported at the time these operating instructions went to press:

Photo Transfer from version 1.2  
PIP Studio from version 1.0  
DVD Arabesk from version 1.2

### The help function



remains available and will indicate (by way of the codes with the blue background) in which programs support is also provided.



## 8. Movie slideshow

The Power Key Option provides another function that is now considerably easier to use - you now have the option of creating a movie slideshow. If several scenes are present in the scene bin, you can trim them all to the same length, then place them in the storyboard and insert effects with just a few keystrokes.

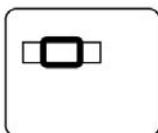
For example: You have 25 scenes in the scene bin and they are all of a different length. You want to trim these scenes to the same length, then place them next to one another in the storyboard and apply a soft fade effect to them.

To avoid having to click around countless times, you can use this special function on the Power Key Option instead.

Select the first scene and trim it to a reasonable length, like 5 seconds. Next, press the key combination Ctrl t so that the subsequent scene in the scene bin is also trimmed to 5 seconds. Please note that the scenes are only trimmed back from their ends.

Since you have carried out the trimming procedure once already, you can use the repeat function. To do so, press the key combination Ctrl r to open the „Repeat Command“ window.

Now enter the number of remaining scenes. If you do not know the exact number, you can also enter 999 (the largest possible repeat rate). This will cause all the scenes that are positioned after the highlighted scene in the scene bin to be trimmed. Since all the scenes have now been trimmed, you can insert them in the storyboard. To do so, select the first of the affected scenes again, and press the key combination



Ctrl Ins so that the scene appears in the storyboard and the next scene in the scene bin is highlighted. Since you have now inserted one scene already, you can repeat the procedure for

the remaining scenes. To do so, open the „Repeat command“ window using the key combination Ctrl r, and enter the required number of scenes. After all the scenes have been entered, open the Transitions screen, select the required effect, for instance the „Double Exposure“ effect with the „Crossfade“ mode, and insert it using the key combination Ctrl Ins. The effect appears between the two scenes as required, and the next „seam“ in the storyboard is selected. Next, press the key combination Ctrl r to open the repeat function window again, and then enter the required value. The effect is now inserted between all the scenes. You can of course also remove effects in the same way and then repeat the action. The next scene is then likewise highlighted.



## 9. Tables – Casablanca software 1.8 or higher

### Program control keys

#### Qualifier-keys

Qualifier-keys	Description
Shift	Normally utilized to write capital letters
Alt Gr	Utilized to input special UNICODE-symbols (@, \, ...).
Ctrl	As a rule utilized to select commands which do not have an equivalent on the operating interface. Sometimes this key is to be pushed additionally to protect against unintentional actions (delete, ...).
Alt	Only necessary for special inputs when an additional qualifier is needed: <ul style="list-style-type: none"> <li>• for titling, because a key without a qualifier appears as text input</li> <li>• with the on-screen keyboard</li> <li>• for a direct input of numbers with controllers</li> </ul>
	The navigation takes place with depressed navigation-key (change in menu, trackball control)
	To select storyboard functions

#### Effect-List with (activated) slider

Function	Description
Cursor ▲ ▼	The list switches to the next/previous entry.
Page ▲ ▼	The list switches to the next/previous page. Besides, exactly one entry less than visible is scrolled (even when the list is not activated).
Pos 1, End	Jumps to the beginning or rather to the end of the list (even when the list is not activated).
Esc	Abort, the list becomes inactive and returns to the position before activation.
Enter	OK, the list becomes inactive and the selected entry remains current.
a-z, ...	As a rule sorted alphabetically when text entries are shown. By entering a key the list jumps to the first entry with this letter. If this letter does not exist, it will not be scrolled. Capitalization/use of small initial letters will be ignored when using these keys as well as when searching an initial letter.

#### Activated Sliders / Control Units

Function	Description
Cursor ◀ ▶ ▲ ▼	The controller switches to the next/previous entry (r/l with horizontal, up/down with vertical control units) (even when the control units are not activated)
Page ▲ ▼	The controller scrolls in bigger steps: With the timecode-control unit the step width is 1s, otherwise 1/10 of the total range. Please notice, that the arrow showing down moves the control unit to the right therefore to the higher range (even when the control unit is not activated).
Alt 0..9, ...	By pushing the Alt-key at the same time, the requested number can be entered directly. There is no visual representation during the entry. After the release of the Alt-key the value of the control unit is updated. (only with control units with numerical or timecode display)
Esc	Abort, the control unit becomes inactive and returns to the position before activation.
Enter	OK, the control unit becomes inactive and the chosen value remains the current.

#### Active Selection Keys

Function	Description
Cursor ▲ ▼	previous/next entry
Page ▲ ▼	+/- 10 entries
Pos 1, End	Jumps to the 1st or rather to the last entry
123...90	Shows the 1st to the 10th entry. From the 11th entry a direct selection is not possible.
Esc	Abort, the key becomes inactive and returns to the position before activation.
Enter	OK, the key becomes inactive and the chosen value remains the current.
Keyboard Abbreviations	The abbreviation used for the activation can also be used for the abort (as Esc).

## Global Keys

### Change Menus

Function	Keys	Origin
System settings	 s	system
Project settings	 p	project
Video settings	 v	video
Record	 r	record
Edit	 e	edit
Finish	 f	finish
Transitions	 c	crossfade
Image Processing	 i	image pr.
Titling	 t	title
Audio Record / Edit	 a	audio
Audio-Mix	 m	mix
Main menu	 h	head

### Trackball Control

Function	Key	Remarks
Moving the on-screen pointer	 ◀ ▶ ▲ ▼	The pointer moves as long as the button is pressed
Left button (Select)	 Enter	To click on icons
Right button (Cancel)	 Esc	The same effect as abort/quit (return to previous screen)

### Key Functions etc.

Key	New Name	Printing	Function
F1	Help	i	General help function (opens help window)
F2	Fades in key abbreviations		Special keyboard-help (fades in the abbreviations of the icons as long as the button is pressed)
F3, F4			Not yet reserved
F5 - F8	M1 - M4	M1 - M4	Several application-oriented marks
F9	RECORD	●	Record
F10	STOP	■	Stop
F11	PLAY	▶	Play
F12	PAUSE		Pause
F13 – F15			Not yet reserved
SB	Storyboard		Selects functions for the storyboard
Nav	Navigation		Changes in menu, moves mouse, trackball-keyboard control, ...

## Others

Function	Key	Origin	Remarks
Copy	Ctrl c	PC	Copies scene(s)
Cut	Ctrl x	PC	Removes scene(s)
Paste	Ctrl v	PC	Adds scene(s)
Repeat	Ctrl r	repeat	Opens repetition windows
OFF	Ctrl Alt Del		Turns off Casablanca
OK	Enter		OK in windows
Cancel	Esc		Cancel in windows
Yes	y	yes	„Yes“ in windows with yes/no request
NO	n	no	„No“ in windows with yes/no request
Lock Keyboard	Ctrl l	lock	Locks keyboard
Unlock Keyboard	Ctrl Alt u	unlock	Unlocks keyboard

## Edit Menu

Function	Key	Origin	Remarks
Insert	 i	insert	
Range	 r	range	
Add	[  ] Ins		
Add++	 Ctrl Ins		Inserts a scene and goes one scene to the right in the scene list
Remove	[  ] Del		
Replace	 p	replace	
Search	f	find	Searches for a scene in the scene list
Search	 f	find	Searches for next appearance of the current scene in the storyboard
Split	s	split	
Trim	t	trim	
Trim++	Ctrl t	trim	Taking length of the current scene, one to the right and trim this on length
Copy	c	copy	Creates a copy directly (compare Ctrl c)
New Scene	n	new	
Special	e	special	
Delete	Ctrl Del		To be on the safe side Ctrl must be pressed
Undo	Ctrl Ins		To be on the safe side Ctrl must be pressed
Storyboard-controller	 l	list	Activates controller
Storyboard l/r	 ◀ ▶		
Storyboard Start	 Pos1		
Storyboard End	 End		
Storyboard ± 5	 Page ▲ ▼		Depends on the number of visible entries
Storyboard Play	 PLAY		
Scene-controller	l	list	Activates controller
Scene l/r/up/down	◀ ▶ ▲ ▼		
First scene	Pos1		
Last Scene	End		
Scene list ± 12	Page ▲ ▼		Depends on the number of visible entries
Scene Play	PLAY		
Scene Name	k	keyboard	Activates on-screen keyboard
Search in scene bin	Ctrl f	PC	Searches a scene in the scene bin (name entry with the on-screen keyboard)
Search in storyboard	 Ctrl f	PC	Searches a scene in the storyboard (name entry with the on-screen keyboard)
Copy	Ctrl c	PC	Copies scene(s) from the scene bin
Cut	Ctrl x	PC	Takes scene(s) the scene bin
Paste	Ctrl v	PC	Adds scene(s) to the scene bin

## Repeat-Window

Function	Key	Origin
Repetitions	r	repeat

## Split

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
Split Position	s	split	
Auto	a	auto	
Use	u	use	
Drop	d	drop	
Split Position +/- 1	◀ ▶		
Play	PLAY		
Scroll bar up/down	y		
Waveform	w	waveform	
„Finish“	Enter		Quit bar, return

## Split-bar

Function	Keys	Origin
OK	s, Enter	split
Use	u	use
Drop	d	drop
Split Position +/- 1	◀ ▶	
Split Position +/- 1s	Page ▲ ▼	
First Scene	Pos1	
Last Scene	End	

## Trim

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
IN	i	in	
IN -1	c		
IN +1	v		
Play IN	f		
OUT	o	out	
OUT -1	n		
OUT +1	m		
Play OUT	j		
Play	PLAY		
Scroll bar up/down	y		
Waveform on/off	w	waveform	

## New Scene

Function	Key	Origin
List	l	list
Preview	[□] p	preview
Full size	[□] f	frame
Length	t	time

## Color Selection

Function	Key	Origin
Hue	h	hue
Color	c	color
Alpha	a	alpha
Archive	r	records

## Sample Selection

Function	Key	Origin	Remarks
Product	p	product	
Type	t	type	
List	l	list	Activates screen list
Selection in raster	▲ ▼ ◀ ▶		
Raster +/- n-1 lines	Page ▲ ▼		
Color	c	color	
Mode	m	mode	
Alpha	a	alpha	

## Special

Function	Key	Origin
List	l	list
Preview	p	preview
Full size	f	frame

## Insert / Range

Gadget	Key	Origin	Remarks
Start	s	start	
Start -1	◀		
Start +1	▶		
IN	i	in	
IN -1	c		
IN +1	v		
OUT	o	out	
OUT -1	n		
OUT +1	m		
Play	PLAY		
OK	Enter		Even when there is no OK-button
Scroll bar up/down	y		
Waveform on/off	w	waveform	

## Insert where?

Button	Key
In Front	◀
Behind	▶
Quit	Esc

## Play-Bar

Function	Key	Origin	Remarks
Stop	STOP		Stops and leaves the storyboard at the old position
Halt	h	halt	Stops and puts storyboard on current position
Pause	PAUSE		
Index	Space		Only with split-play
Scroll bar up/down	y		

## On-Screen-Keyboard

Function	Key	Origin	Remarks
Special symbols	Alt k	keyboard	Opens screen with all symbols

## Special-Symbols-Window

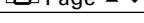
Function	Key	Origin	Remarks
List	l	list	Activates screen
Selection in screen	▲ ▼ ◀ ▶		
Raster +/- n-1 lines	Page ▲ ▼		

## Single-Picture-Preview

Function	Key	Origin	Remarks
Frame	f	frame	
Display	d	display	
OK	Enter		
Cancel	Esc		
Effect-button 1	1		
Effect-button 2	2		
Effect-button 3	3		
Effect-button 4	4		
Scroll bar up/down	y		
Bar small/big	x		

## Effect-Menus

Function	Key	Origin	Remarks
Insert	[☐] Ins		
Insert++	[☐] Ctrl Ins		Adds an effect and moves one to the right
Remove	[☐] Del		
Remove++	[☐] Ctrl Ins		Deletes the effect and moves one to the right
½ s	☐ 0		Only with transitions
1 s	☐ 1		Only with transitions
2 s	☐ 2		Only with transitions
x s	☐ 3		Only with transitions
Scene	☐ r	range	Only with long-term and title-effects
Preview	☐ p	preview	
Full size	☐ f	frame	
Create	☐ c	create	
Scene	☐ s	scene	

Storyboard slider	 l	list	Activates control unit
Storyboard l/r			
Storyboard Start	 Pos1		
Storyboard End	 End		
Storyboard ± 6	 Page ▲ ▼		Depends on the number of visible entries
Storyboard play	 PLAY		
List slider	l	list	Activates list
Effect up/down	▲ ▼		
First effect	Pos1		
Last effect	End		
Effect list ± 6	Page ▲ ▼		Depends on the number of visible entries
Edit/Change text	t	text	Only with title-effects
Effect-button 1	1		
Effect-button 2	2		
Effect-button 3	3		
Effect-button 4	4		

## Length Transitions

Function	Key	Origin
Length	t	time

## Create a scene

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
Effect	e	effect	
Effect + Scenes	a	all	
Range	r	range	

## System Settings

Function	Key	Origin
Select language	l	language
Trackball Speed	t	trackball
Install Product	p	product
Videoutput	v	video
Screen	s	screen
Hard disk	h	harddisk
Presentation options	o	options
SCART-output	c	component

## Install Product

Function	Key	Origin	Remarks
List slider	l	list	Activates list
Product up/down	▲ ▼		
First product	Pos1		
Last product	End		
Product list ± 6	Page ▲ ▼		Depends on the number of visible entries
License	a	activate	
Show	s	show	
Hide	h	hide	
Info	i	info	

## Enter Activating Code

Function	Key
0-9	0-9
<backspace>	←

## Information Window

Function	Key
First page	Pos1
Last page	End
Page ± 1	Page ▲ ▼

## Project Settings

Function	Key	Origin	Remarks
Select project	p	project	Kron, Avio-Pro-Paket, not with the multiuser edition
Select project 1-3	1-3		Only with Avio
Select administrator project	t	teacher	Only with the multiuser edition
Select user project	s	student	Only with the multiuser edition
New project	n	new	
Information	i	info	
Image	d	dimension	
Format	f	format	
Color Resolution	r	resolution	
Audio quality	a	audio	
Picture quality (selection)	m	mode	
Picture quality (slider)	q	quality	

## Select Project

Function	Key	Origin	Remarks
List control	l	list	Activates list
Project up/down	▲ ▼		
First project	Pos1		
Last project	End		
Project list ± 6	Page ▲ ▼		Depends on the number of visible entries

## Video Settings

Function	Key	Origin
Brightness	b	brightness
Contrast	c	contrast
Saturation	s	saturation
Input	i	input
Bar small/big	x	
Bar up/down	y	

## Record

Function	Key	Origin
Mode	m	mode
Time	t	time
Name	k	keyboard
Delete	Del	
Record	RECORD	
Stop	STOP	
Split	s	split
DV Stop	[⏏] STOP	
DV Play	[⏏] PLAY	
DV-Pause	[⏏] PAUSE	
DV <<	[⏏] Page ▲	
DV >>	[⏏] Page ▼	
Bar small/big	x	
Bar up/down	y	

## Finish

Function	Key	Origin	Remarks
Create Range	c	create	
Range	[⏏]r	range	
Record to VCR	v	video	
Record to DV	d	dv	
Display	o	output	
List control	l	list	Activates list
Product up/down	▲ ▼		
First product	Pos1		
Last product	End		
Product list ± 6	Page ▲ ▼		Depends on the number of visible entries
Product operating interface	1 - 4		

## Finish DV-Control

Function	Key
DV Record	[⏏] RECORD
DV Stop	[⏏] STOP
DV Play	[⏏] PLAY
DV-Pause	[⏏] PAUSE
DV <<	[⏏] Page ▲
DV >>	[⏏] Page ▼

## Finish Range

Function	Key	Origin
For DV	d	dv
For Analog	a	analog
Abort/Quit	Esc	

## Audio Record / Edit

Function	Key	Origin	Remarks
Modulation	v	volume	
Input	i	input	
Split	s	split	
Trim	t	trim	
Copy	c	copy	Creates a copy directly (see Ctrl c)
New sample	n	new	
Special	e	special	
Audio sample -> Scene	b	black scene	
Delete	Ctrl Del		To be on the safe side Ctrl must be depressed
Undo	Ctrl Ins		To be on the safe side Ctrl must be depressed
Name	k	keyboard	
List control	l	list	Activates list
Audio sample up/down	▲ ▼		
First track	Pos1		
Last track	End		
Track list ± 6	Page ▲ ▼		Depends on the number of visible entries

### Split Audio

as split video, but with the following changes:

Function	Key
Stop	STOP
Play IN	f
Play OUT	j

### Trim Audio

As trim video, but with the following changes

Function	Key
Stop	STOP

### New Audio Track

As edit / New Scene

### Special

As edit / Special

## Audio-Mix

Function	Key	Origin	Remarks
Storyboard control	l	list	Activates control unit
Storyboard l/r	◀ ▶		
Storyboard Start	Pos1		
Storyboard End	End		
Storyboard ± 6	Page ▲ ▼		Depends on the number of visible entries
Storyboard Play	PLAY		
Track up/down	▲ ▼		
Audio track l/r	[] Alt ◀ ▶		
Select track	1-3/6		
Insert	[] Ins		
Remove	[] Ins		
Remove++	Ctrl Del		Deletes one track and goes to the next
Range	r	range	
Create	c	create	
Track aperture	f	fade	Only with 6-track-user-interface
Fade in	l	in	With 6-track-user-interface in the window
Fade out	o	out	With 6-track-user-interface in the window
Volume	v	volume	
Volume commentary	w	words	Only with 3-track-user-interface
Volume background	b	background	Only with 3-track-user-interface
Copy volume++	Ctrl e	equalize	Remembers the volume of the current track and switches to the next and continues with the same volume
Mute	M	mute	Mutes the current track
Mute++	Ctrl m	mute	Mutes the current track and switches to the next track
Correction	n	neighbour	Only with 6-track-user-interface
Correction of volume	a	adjust	Only with 6-track-user-interface
Play track/sample	PLAY		
Stop	STOP		
Activate list	l	list	Only with 6-track-user-interface in the window
Samples up/down	▲ ▼		Only with 6-track-user-interface in the window
First Track	Pos1		Only with 6-track-user-interface in the window
Last Track	End		Only with 6-track-user-interface in the window
Track list ± 6	Page ▲ ▼		with 6-track-user-interface in the window
Play track in the list	PLAY		Only with 6-track-user-interface (in the window)
Stop in the list	STOP		Only with 6-track-user-interface (in the window)

### Insert Audio – where to insert (Avio)

Function	Key	Origin
Commentary	c	comment
Background	b	background
Abort	Esc	

## Titling

In the main menu in general you only have to push „Alt“ in addition to the abbreviation of your entry, because otherwise the keys would be read as text. Keys with qualifiers as Shift and Alt Gr cannot lead to a text input.

Function	Key	Origin
Font style/size	Alt f	font
Color/Pattern	Alt c	color
Outline	Alt o	outline
Shadow	Alt s	shadow
Char/Line spaces	Alt w	writing
Line	Alt l	line
Add box	Alt Ins	
Page-Options	Alt p	page
Delete symbol on the left of the cursor	←	
Delete symbol on the right of the cursor	Del	
Delete line	Ctrl Del	
Archive	Alt r	records
Special symbols	Alt k	keyboard
Page back/forward	☐ ◀ ▶	
Delete document	Alt n	new
OK	Alt CR	
Cancel	Alt Esc	

## Page Options

The abbreviations of the page options can also be displayed directly (with Alt) on the titling screen.

Function	Key	Origin
Move box	[Alt] m	move
Size box	[Alt] d	dimension
Delete box	Alt Del	
Box background	[Alt] b	background
Text	[Alt] t	text
Insert page	☐ Ins	
Delete page	☐ Del	

## Font Selection

Function	Key	Origin
List	l	list
Size	d	dimension

## Archive

Function	Key	Origin
Load	l	load
Save	s	save
Delete	Del	
List	l	list

## Archive load / save / delete

Function	Key	Origin
List	l	list
Enter name	k	keyboard

## Area

Function	Key	Origin
Position	m	move
Dimension	d	dimension

## Color / Pattern

Function	Key	Origin	Remarks
Pattern	m	mode	
Select Color	c	color	Also direct selection, mode is autom. switched after OK in the pattern-window
Select Texture	p	pattern	Also direct selection, mode is autom. switched after OK in the texture-window

## Outline

Function	Key	Origin
Frame	o	outline
Select Color	c	color

## Shadow

Function	Key	Origin
Type	s	shadow
Direction	o	orientation
Select Color	c	color

## Char / Line spaces

Function	Key	Origin
Charwidth	w	width
Charspace	h	horizontal
Linespace	v	vertical

## Box-Background

Function	Key	Origin
Pattern	m	mode
Select Color	c	color
Select Texture	p	pattern

## Installation

Function	Key	Origin
Update	u	update
New installation	n	new
Abort	Esc	



## 10. Tables – SMART EDIT 2.0 or higher

### Program control keys

#### Qualifier-keys

Qualifier-keys	Description
Shift	Normally utilized to write capital letters
Alt Gr	Utilized to input special UNICODE-symbols (@, \, ...).
Ctrl	As a rule utilized to select commands which do not have an equivalent on the operating interface. Sometimes this key is to be pushed additionally to protect against unintentional actions (delete, ...).
Alt	Only necessary for special inputs when an additional qualifier is needed: <ul style="list-style-type: none"> <li>• for titling, because a key without a qualifier appears as text input</li> <li>• with the on-screen keyboard</li> <li>• for a direct input of numbers with controllers</li> </ul>
	The navigation takes place with depressed navigation-key (change in menu, trackball control)
	To select storyboard functions

#### Effect-List with (activated) slider

Function	Description
Cursor ▲ ▼	The list switches to the next/previous entry.
Page ▲ ▼	The list switches to the next/previous page. Besides, exactly one entry less than visible is scrolled (even when the list is not activated).
Pos 1, End	Jumps to the beginning or rather to the end of the list (even when the list is not activated).
Esc	Abort, the list becomes inactive and returns to the position before activation.
Enter	OK, the list becomes inactive and the selected entry remains current.
a-z, ...	As a rule sorted alphabetically when text entries are shown. By entering a key the list jumps to the first entry with this letter. If this letter does not exist, it will not be scrolled. Capitalization/use of small initial letters will be ignored when using these keys as well as when searching an initial letter.

#### Activated Sliders / Control Units

Function	Description
Cursor ◀ ▶ ▲ ▼	The controller switches to the next/previous entry (r/l with horizontal, up/down with vertical control units) (even when the control units are not activated)
Page ▲ ▼	The controller scrolls in bigger steps: With the timecode-control unit the step width is 1s, otherwise 1/10 of the total range. Please notice, that the arrow showing down moves the control unit to the right therefore to the higher range (even when the control unit is not activated).
Alt 0..9, ...	By pushing the Alt-key at the same time, the requested number can be entered directly. There is no visual representation during the entry. After the release of the Alt-key the value of the control unit is updated. (only with control units with numerical or timecode display)
Esc	Abort, the control unit becomes inactive and returns to the position before activation.
Enter	OK, the control unit becomes inactive and the chosen value remains the current.

#### Active Selection Keys

Function	Description
Cursor ▲ ▼	previous/next entry
Page ▲ ▼	+/- 10 entries
Pos 1, End	Jumps to the 1st or rather to the last entry
123...90	Shows the 1st to the 10th entry From the 11th entry a direct selection is not possible.
Esc	Abort, the key becomes inactive and returns to the position before activation.
Enter	OK, the key becomes inactive and the chosen value remains the current.
Keyboard Abbreviations	The abbreviation used for the activation can also be used for the abort (as Esc).

## Global Keys

### Change Menus

Function	Keys	Origin
System settings	s	system
Project settings	p	project
Video settings	v	video
Record	r	record
Edit	e	edit
Finish	f	finish
Transitions	c	crossfade
Image Processing	i	image pr.
Titling	t	title
Audio Record / Edit	a	audio
Audio-Mix	m	mix
Main menu	h	head

### Trackball Control

Function	Key	Remarks
Moving the on-screen pointer	◀ ▶ ▲ ▼	The pointer moves as long as the button is pressed
Left button (Select)	Enter	To click on icons
Right button (Cancel)	Esc	The same effect as abort/quit (return to previous screen)

### Key Functions etc.

Key	New Name	Printing	Function
F1	Help	i	General help function (opens help window)
F2	Fades in key abbreviations		Special keyboard-help (fades in the abbreviations of the icons as long as the button is pressed)
F3, F4			Not yet reserved
F5 - F8	M1 - M4	M1 - M4	Several application-oriented marks
F9	RECORD	●	Record
F10	STOP	■	Stop
F11	PLAY	▶	Play
F12	PAUSE		Pause
F13	PREVIEW	F13	Preview
F14 - F15			Not yet reserved
SB	Storyboard		Selects functions for the storyboard
Nav	Navigation		Changes in menu, moves mouse, trackball-keyboard control, ...

## Others

Function	Key	Origin	Remarks
Copy *	Ctrl c	PC	Copies scene(s)
Cut *	Ctrl x	PC	Removes scene(s)
Paste *	Ctrl v	PC	Adds scene(s)
Repeat *	Ctrl r	repeat	Opens repetition windows
OFF	Ctrl Alt Del		Turns off Casablanca
OK	Enter		OK in windows
Cancel	Esc		Cancel in windows
Yes	y	yes	„Yes“ in windows with yes/no request
NO	n	no	„No“ in windows with yes/no request
Lock Keyboard *	Ctrl l	lock	Locks keyboard
Unlock Keyboard *	Ctrl Alt u	unlock	Unlocks keyboard

## Edit Menu

Function	Key	Origin	Remarks
Insert	 i	insert	
Range	 r	range	
Add	 Ins		
Add++ *	 Ctrl Ins		Inserts a scene and goes one scene to the right in the scene list
Remove	 Del		
Replace	 p	replace	
Search	f	find	Searches for a scene in the scene list
Search *	 f	find	Searches for next appearance of the current scene in the storyboard
Split	s	split	
Trim	t	trim	
Trim++ *	Ctrl t	trim	Taking length of the current scene, one to the right and trim this on length
Copy *	c	copy	Creates a copy directly (compare Ctrl c)
New Scene	n	new	
Special	e	special	
Delete	Ctrl Del		To be on the safe side Ctrl must be pressed
Undo	Ctrl Ins		To be on the safe side Ctrl must be pressed
Storyboard-controller	 l	list	Activates controller
Storyboard l/r	 ◀ ▶		
Storyboard Start	 Pos1		
Storyboard End	 End		
Storyboard ± 5	 Page ▲ ▼		Depends on the number of visible entries
Storyboard Play	 PLAY		
Scene-controller	l	list	Activates controller
Scene l/r/up/down			
First scene	Pos1		
Last Scene	End		
Scene list ± 12	Page ▲ ▼		Depends on the number of visible entries
Scene Play	PLAY		
Scene Name	k	keyboard	Activates on-screen keyboard
Search in scene bin *	Ctrl f	PC	Searches a scene in the scene bin (name entry with the on-screen keyboard)
Search in storyboard *	 Ctrl f	PC	Searches a scene in the storyboard (name entry with the on-screen keyboard)
Copy *	Ctrl c	PC	Copies scene(s) from the scene bin
Cut *	Ctrl x	PC	Takes scene(s) the scene bin
Paste *	Ctrl v	PC	Adds scene(s) to the scene bin

## Repeat-Window

Function	Key	Origin
Repetitions	r	repeat

## Split

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
Split Position	s	split	
Auto	a	auto	
Use	u	use	
Drop	d	drop	
Split Position +/- 1	◀ ▶		
Play	PLAY		
Scroll bar up/down	y		
Waveform	w	waveform	
„Finish“	Enter		Quit bar, return

## Split-bar

Function	Keys	Origin
OK	s, Enter	split
Use	u	use
Drop	d	drop
Split Position +/- 1	◀ ▶	
Split Position +/- 1s	Page ▲ ▼	
First Scene	Pos1	
Last Scene	End	

## Trim

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
IN	i	in	
IN -1	c		
IN +1	v		
Play IN	f		
OUT	o	out	
OUT -1	n		
OUT +1	m		
Play OUT	j		
Play	PLAY		
Scroll bar up/down	y		
Waveform on/off	w	waveform	

## New

Function	Key	Origin
List	l	list
Preview	F13	
Full size	f	frame
Length	t	time
Information	F1	

## Color Selection

Function	Key	Origin
Hue	h	hue
Color	c	color
Alpha	a	alpha
Archive	r	records

## Pattern Selection

Function	Key	Origin	Remarks
Product	p	product	
Type	t	type	
List	l	list	Activates screen list
Selection in raster	▲ ▼ ◀ ▶		
Raster +/- n-1 lines	Page ▲ ▼		
Colorize	c	color	
Mode	m	mode	
Alpha	a	alpha	
Marker keys *	M1 – M4		
Archives	r	records	

## Pattern, Colorize

Function	Key	Origin
Colorize	m	mode
Color 1	1	
Color 2	2	
Color 3	3	

## Pattern, "Color or Sample"

Function	Key	Origin
Color	c	color
Pattern	p	pattern

## Special

Function	Key	Origin
List	l	list
Preview	F13	
Full size	f	frame
Information	F1	

## Insert / Range

Gadget	Key	Origin	Remarks
Mode	t	trim/move	
IN / Start	i	in	
IN / Start -1	c		
IN / Start +1	v		
OUT / End	o	out	
OUT / End -1	n		
OUT / End +1	m		
Play	PLAY		
OK	Enter		Even when there is no OK-button
Scroll bar up/down	y		
Waveform on/off	w	waveform	

## Insert where?

Button	Key
In Front	◀
Behind	▶
Quit	Esc

## Play-Bar

Function	Key	Origin	Remarks
Stop	STOP		Stops and leaves the storyboard at the old position
Halt *	h	halt	Stops and puts storyboard on current position
Pause	PAUSE		
Index	Space		Only with split-play
Scroll bar up/down	y		

## On-Screen-Keyboard

Function	Key	Origin	Remarks
Special symbols	Alt k	keyboard	Opens screen with all symbols

## Special-Symbols-Window

Function	Key	Origin	Remarks
List	l	list	Activates screen
Selection in screen	▲ ▼ ◀ ▶		
Raster +/- n-1 lines	Page ▲ ▼		

## Single-Picture-Preview

Function	Key	Origin
Frame	f	frame
Display	d	display
OK	Enter	
Cancel	Esc	
Effect-button 1	1	
Effect-button 2	2	
Effect-button 3	3	
Effect-button 4	4	
Scroll bar up/down	y	
Bar small/big	x	

## Effect-Menus

Function	Key	Origin	Remarks
Insert	[☐] Ins		
Insert++ *	[☐] Ctrl Ins		Adds an effect and moves one to the right
Remove	[☐] Del		
Remove++ *	[☐] Ctrl Ins		Deletes the effect and moves one to the right
½ s	☐ 0		Only with transitions – possible without button
1 s	☐ 1		Only with transitions – possible without button
2 s	☐ 2		Only with transitions – possible without button
Range	☐ r	range	Only with long-term and title-effects
Preview	☐ F13		
Full size	☐ f	frame	
Create	☐ c	create	
Scene	☐ s	scene	
Storyboard slider	☐ l	list	Activates control unit
Storyboard l/r	☐ ◀ ▶		
Storyboard Start	☐ Pos1		
Storyboard End	☐ End		
Storyboard ± 6	☐ Page ▲ ▼		Depends on the number of visible entries
Storyboard play	☐ PLAY		
List slider	l	list	Activates list
Effect up/down	▲ ▼		
First effect	Pos1		
Last effect	End		
Effect list ± 6	Page ▲ ▼		Depends on the number of visible entries
Edit/Change text	t	text	Only with title-effects
Effect-button 1	1		
Effect-button 2	2		
Effect-button 3	3		
Effect-button 4	4		
Information	F1		

## Length Transitions

Function	Key	Origin
Length	t	time
_s	☐ 0	
1 s	☐ 1	
2 s	☐ 2	
x s	☐ 3	

## Create a scene

Function	Key	Origin	Remarks
Name	k	keyboard	Activates the on-screen keyboard
Effect	e	effect	
Effect + Scenes	a	all	
Range	r	range	

## System Settings

Function	Key	Origin
Select language	l	language
Trackball Speed	t	trackball
Install Product	p	product
Videooutput	v	video
Screen	s	screen
Hard disk	h	harddisk
Presentation options	o	options
SCART-output	c	component

## Presentation Options

Function	Key	Origin
Play-Counter	h	hide
Loop-Mode	l	loop
Play on startup	s	start
Default settings	d	default

## Install Product

Function	Key	Origin	Remarks
List slider	l	list	Activates list
Product up/down	▲ ▼		
First product	Pos1		
Last product	End		
Product list ± 6	Page ▲ ▼		Depends on the number of visible entries
Activate	a	activate	
Hide	h	hide	
Info	i	info	

## Enter Activating Code

Function	Key
0-9	0-9
<backspace>	←

## Information Window

Function	Key
First page	Pos1
Last page	End
Page ± 1	Page ▲ ▼

## Project Settings

Function	Key	Origin	Remarks
Name	h	hard-disk-name	
Select project	p	project	Kron, Avio-Pro-Paket, not with the multiuser edition
Select administrator project	t	teacher	Only with the multiuser edition
Select user project	s	student	Only with the multiuser edition
Delete	n	new	
Information	i	info	
Image	d	dimension	
Format	f	format	
Color Resolution	r	resolution	
Audio quality	a	audio	
Picture quality (selection)	m	mode	
Picture quality (slider)	q	quality	

## Select Project

Function	Key	Origin	Remarks
List control	l	list	Activates list
Project up/down	▲ ▼		
First project	Pos1		
Last project	End		
Project list ± 6	Page ▲ ▼		Depends on the number of visible entries
1-10	1...0		

## Video Settings

Function	Key	Origin
Brightness	b	brightness
Contrast	c	contrast
Saturation	s	saturation
Input	i	input
Bar small/big	x	
Bar up/down	y	

## Record

Function	Key	Origin
Mode	m	mode
Time	t	time
Name	k	keyboard
Record	RECORD	
Stop	STOP	
DV Stop	 STOP	
DV Play	 PLAY	
DV-Pause	 PAUSE	
DV <<	 Page ▲	
DV >>	 Page ▼	
Bar small/big	x	
Bar up/down	y	

## Record – Mini-Panel

Function	Key	Origin
Stop	STOP	

## Finish

Function	Key	Origin	Remarks
Create	c	create	
Choose Range	r	range	
Record to VCR	m	mode	
Play	PLAY		
DV-Recorder-Controls	d	dv	
List control	l	list	Activates list
Product up/down	▲ ▼		
First product	Pos1		
Last product	End		
Product list ± 6	Page ▲ ▼		Depends on the number of visible entries
Product operating interface	1 - 4		

## Finish DV-Control

Function	Key
DV Stop	[□] STOP
DV Play	[□] PLAY
DV-Pause	[□] PAUSE
DV <<	[□] Page ▲
DV >>	[□] Page ▼
Play	Strg PLAY

## Record / Edit

Function	Key	Origin	Remarks
Modulation	v	volume	
Sound	o	sound	
Input	i	input	
Mode	m	mode	
Split	s	split	
Trim	t	trim	
Copy	c	copy	Creates a copy directly (see Ctrl c) – possible without button
New sample	n	new	
Special	e	special	
Audio sample -> Scene	b	black scene	
Delete	Ctrl Del		To be on the safe side Ctrl must be depressed
Undo	Ctrl Ins		To be on the safe side Ctrl must be depressed
Name	k	keyboard	
Record	RECORD		
Stop	STOP		
Play	PLAY		
List control	l	list	Activates list
Audio sample up/down	▲ ▼		
First track	Pos1		
Last track	End		
Track list ± 6	Page ▲ ▼		Depends on the number of visible entries

## Audio Sound

Function	Key	Origin
Treble	t	treble
Bass	b	bass

## Split Audio

as split video, but with the following changes:

Function	Key
Stop	STOP
Play IN	f
Play OUT	j

## Trim Audio

As trim video, but with the following changes

Function	Key
Stop	STOP

## New Audio Track

As edit / New Scene

## Special

As edit / Special

## Mix

Function	Key	Origin	Remarks
Storyboard control	□	list	Activates control unit
Storyboard l/r	□ ◀ ▶		
Storyboard Start	□ Pos1		
Storyboard End	□ End		
Storyboard ± 6	□ Page ▲ ▼		Depends on the number of visible entries
Storyboard Play	□ PLAY		
Record	□ RECORD		
Track up/down	□ ▲ ▼		
Audio track l/r	[□] Alt ◀ ▶		
Select track	□ 1-3/6		
Insert	[□] Ins		
Remove	[□] Ins		
Remove++ *	Ctrl Del		Deletes one track and goes to the next
Timeline	[□] t	timeline	
Range	□ r	range	
Create	□ c	create	
Fade	f	fade	Only with 6-track-user-interface
Volume	v	volume	
Volume commentary	w	words	Only with 3-track-user-interface
Volume background	b	background	Only with 3-track-user-interface
Copy volume++ *	Ctrl e	equalize	Remembers the volume of the current track and switches to the next and continues with the same volume
Mute *	M	mute	Mutes the current track
Mute++ *	Ctrl m	mute	Mutes the current track and switches to the next track
Correction	n	neighbour	Only with 6-track-user-interface
Correction of volume	a	adjust	Only with 6-track-user-interface
Play track/sample	PLAY		
Stop	STOP		

## Audio – Fade

Function	Key	Origin
Fade In	i	in
Fade Out	o	out

## Insert Audio

Function	Key	Origin
Activate list	l	list
Sample up/down	▲ ▼	
First track	Pos 1	
Last track	End	
Track list ± 6	Page ▲ ▼	
Sample play	PLAY	
Stop	STOP	

## Titling

In the main menu in general you only have to push „Alt“ in addition to the abbreviation of your entry, because otherwise the keys would be read as text. Keys with qualifiers as Shift and Alt Gr cannot lead to a text input.

Function	Key	Origin
Font style/size	Alt f	font
Style	Alt s	style
Char/Line spaces	Alt w	writing
Line	Alt l	line
Box Options	Alt b	box
Page Options	Alt a	page
Delete symbol on the left of the cursor	←	
Delete symbol on the right of the cursor *	Del	
Delete line	Ctrl Del	
Preview	F13	
Archives	Alt r	records
Special symbols	Alt k	keyboard
Page back/forward	☐ ◀ ▶	
Delete document *	Alt n	new
OK	Alt CR	
Cancel	Alt Esc	

## Style

Function	Key	Origin
Color	[Alt] c	color
Pattern	[Alt] p	pattern
Outline	[Alt] o	outline
Outline, Color/Pattern	[Alt] 1	
Shadow	[Alt] s	shadow
Shadow, Direction	[Alt] 3	
Shadow, Color	[Alt] 4	
Italic	[Alt] i	italic
3 D	[Alt] g	geometry
3 D, Direction	[Alt] 5	
3 D, Color/Pattern	[Alt] 6	
Archives	Strg [Alt] r	records

## Box Options

Function	Key	Origin
Add box	[Alt] Ins	
Delete box	[Alt] Del	
Text	[Alt] t	text
Box background	[Alt] b	background
Move box	[Alt] m	move
Size box	[Alt] d	dimension
min. size	[Alt] e	enclose
visible size	[Alt] v	visible

## Page Options

The abbreviations of the page options can also be displayed directly (with Alt) on the titling screen.

Function	Key
Insert page	☐ Ins
Delete page	☐ Del
all lines	Strg [Alt] a
background	Strg [Alt] b

## Font Selection

Function	Key	Origin
List	l	list
Size	d	dimension

## Archive

Function	Key	Origin
Load	l	load
Save	s	save
Delete	Del	
List	l	list

## Archive load / save / delete

Function	Key	Origin
List	l	list
Enter name	k	keyboard

## Area

Function	Key	Origin
Position	m	move
Dimension	d	dimension

## Char / Line spaces

Function	Key	Origin
Charwidth	w	width
Charspace	h	horizontal
Linespace	v	vertical

## Box-Background

Function	Key	Origin
Mode	t	transparent
Color	c	color
Pattern	p	pattern

## Installation

Function	Key	Origin
Update	u	update
New installation	n	new
Abort	Esc	

Shortcuts marked with a small asterisk are available only via the keyboard. There is no separate on-screen button for these functions.



046-11/02