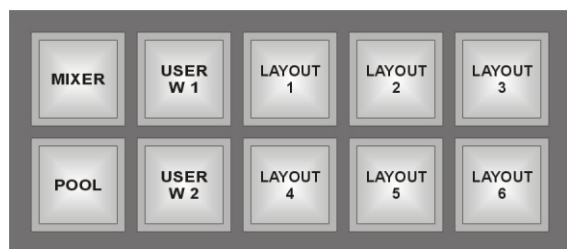
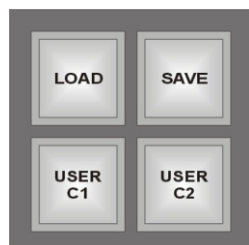


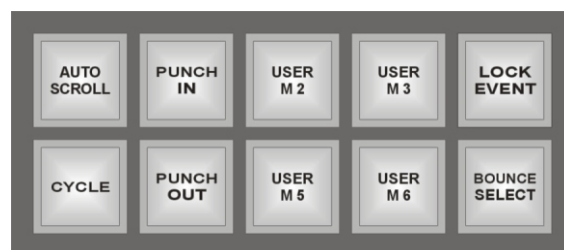
## 34 Key Commands on top of the unit



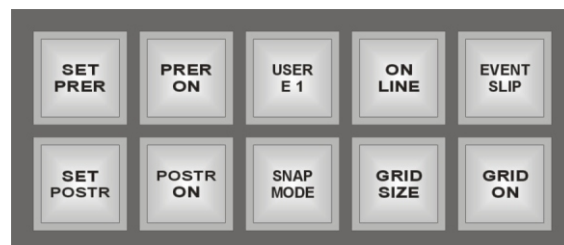
<b>MIXER</b>	Let`s you open or close NUENDO`s Mixer window. If NUENDO is not running,you can press this button to boot it.
<b>POOL</b>	Opens the NUENDO Pool window
<b>USER W 1</b>	It activates one of several user-definable key commands.
<b>USER W 2</b>	It activates one of several user-definable key commands.
<b>LAYOUT 1 - 6</b>	It activates one of 6 different NUENDO workspaces.



<b>SAVE</b>	Press the SAVE button to store the current NUENDO project file onto disk.
<b>LOAD</b>	Press the LOAD button to load a NUENDO project from disk.
<b>USER C 1, C 2</b>	USER C 1 and C 2 are two of some user-definable Function buttons. Please also read "Assigning User Functions".



<b>AUTO SCROLL</b>	Let`s you switch NUENDO`s Autoscroll function On or Off
<b>CYCLE</b>	Use this to activate or deactivate the Cycle function.For this to work as expected, the Locators should be set to useful positions.
<b>PUNCH IN</b>	Use this to activate or deactivate automatic Punch in.
<b>PUNCH OUT</b>	Use this to activate or deactivate automatic Punch out.
<b>USER M 2, M 5</b>	USER M 2 /M 5 are two of some user-definable Function buttons.
<b>USER M 3, M 6</b>	USER M 3 /M 6 are two of some user-definable Function buttons.
<b>LOCK EVENT</b>	Locks the current Event. Select which parameters you want locked on the Editing tab of NUENDO`s Preferences dialog.
<b>BOUNCE SELECT</b>	This button does exactly the same as the Bounce Selection function on Nuendo's Audio menu. It lets you create a new audio file based on one or several Events that you have edited.



<b>SET PRER</b>	Press this button once or several times to set the desired preroll time. The value type used here (sample rates, seconds, frames, etc.) depends on what's used in the Project.
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<b>SET POSTR</b>	Press this button once or several times to set the desired postroll time. The value type used here (sample rates, seconds, frames, etc.) depends on what's used in the Project.
<b>PRER ON</b>	This lets you activate or deactivate preroll.
<b>POSTR ON</b>	This lets you activate or deactivate postroll.
<b>USER E 1</b>	USER E 1 is one of some user-definable Function buttons.
<b>SNAP MODE</b>	Press this several times to step through the available Snap modes.
<b>ON LINE</b>	Press this button to activate or deactivate external synchronization.
<b>GRID SIZE</b>	Press this several times to step through the available Grid size values.
<b>EVENT SLIP</b>	You can move the contents of an event or part without changing its position in the Project window.
<b>GRID ON</b>	Activates or deactivates Snap to Grid.