



# onVIZ Turn on your vision!

## onViz Authoring System – Command Key Reference

Revised January 24, 2002

### Global Command Keys

Command 1	⌘ 1	Displays Bridge Target Library
Command 2	⌘ 2	Displays Cursor Library
Command 3	⌘ 3	Displays Custom Variables Library
Command 4	⌘ 4	Displays Font Library
Command 5	⌘ 5	Displays Image Library
Command 6	⌘ 6	Displays Movie Library
Command 7	⌘ 7	Displays Sound Library
Double click any image thumbnail		Opens image in Image Editor Window

### Application Map Command Keys

Control Click on Map Tools	 	Displays a contextual menu of all state tools of the type clicked (Output, Input, Group, and Gadget tools only)
Option Marquee around states on App Map		Selects and highlights any element that the marquee touches or encloses.

### Application Map: File Menu Command Keys

Command O	⌘ O	Displays dialog to open a previously saved project
Command W	⌘ W	Closes project
Option Command W	⌥ ⌘ W	Closes project and automatically saves any changes
Command S	⌘ S	Saves project

Command P	⌘ P	Prints a copy of the Application Map
Command Q	⌘ Q	Quits onViz

### Application Map: Edit Menu Command Keys

Command Z	⌘ Z	Undoes the last operation
Command X	⌘ X	Cuts selected elements from the Application Map
Command C	⌘ C	Copies selected elements from the Application Map
Command V	⌘ V	Pastes elements from the clipboard into the Application Map
Command A	⌘ A	Selects all elements in the Application Map
Command F	⌘ F	Displays a dialog that allows you to find named states in the project
Command G	⌘ G	Continues searching for the search term after a state has been found

### Application Map: Map Menu Command Keys

Command E	⌘ E	Opens the Presentation of the selected state
Command I	⌘ I	Opens the InfoCenter of the selected state
Command right bracket	⌘ ]	Enlarges the Application Map. NOTE: you can only edit the application map while it is displayed at 100% size.
Command left bracket	⌘ [	Shrinks the Application Map. NOTE: you can only edit the application map while it is displayed at 100% size.
Command R	⌘ R	Runs the application from the start
Shift Command R	⇧ ⌘ R	Runs the application from the currently selected state

### Application Map: Window Menu Command Keys

Option Command M	⌥ ⌘ M	Hides/shows the map tools palette
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### Application Map: Command Keys while running your application

Command period	⌘ .	Stops running the application and returns to the Application Maps
Command comma	⌘ ,	Stops running the application and returns to the application map with the state currently executing highlighted.

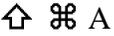
## Image Editor Command Keys

### Image Editor: File Menu Command Keys

Command N	⌘ N	Displays Image Attributes dialog to name and create a new image
Command O	⌘ O	Displays Import Image dialog to import a PCT or JPG image
Command W	⌘ W	Closes Image Editor window
Option Command W	⌥ ⌘ W	Closes Image Editor window and automatically saves any changes
Command P	⌘ P	Prints a copy of the image

### Image Editor: Edit Menu Command Keys

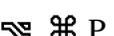
Command Z	⌘ Z	Undoes the last operation
Command X	⌘ X	Cuts selected elements from the image
Command C	⌘ C	Copies selected elements from the image
Command V	⌘ V	Pastes elements from the clipboard into the current image
Command D	⌘ D	Duplicates selected elements
Command A	⌘ A	Selects all elements in the image
Shift Command =	⇧ ⌘ =	Moves selected elements to the front
Command =	⌘ =	Moves selected elements forward by one layer
Command -	⌘ -	Moves selected elements backward by one layer
Shift Command -	⇧ ⌘ -	Moves selected elements to the back
Command K	⌘ K	Displays alignment dialog
Shift Command G	⇧ ⌘ G	Groups selected elements
Shift Command U	⇧ ⌘ U	Ungroups selected elements
Command Y	⌘ Y	Shows/hides grid
Command B	⇧ ⌘ B	Shows/hides Target Screen Boundary

Shift Command A		Displays Object Attributes dialog for bitmap images. From this dialog, you can select to mask pixels and change the bitmap object's color depth.
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### Image Editor: Style Menu Command Keys

Command T		Changes text object's style to plain text
Command B		Changes text object's style to bold text
Command I		Changes text object's style to italic text
Command U		Changes text object's style to underlined text

### Image Editor: Window Menu Command Keys

Command space		Shows/hides all palettes
Option Command T		Shows/hides drawing tools palette
Option Command P		Shows/hides color, pattern, pen palette

### Other Image Editor Keys

Shift drag object		Constrain movement to 45 degree increments
Command Click in Image Editor window		displays current cursor x/y position – dragging shows distance of drag in pixels
Option Command Click		Temporary eyedropper to pick up underlying color
Shift Option Command Click		Tempoaray cursor (note – drawing tool remains selected until another tool selected)
Double-click drawing tool		Retain drawing tool
Option drag selected image(s)		Duplicate image
Option nudge key		Move selected object(s) by grid setting
Shift Option nudge key		Snaps selected object(s) to closest grid
Click single handle of selected object		highlights handle and allows drag/nudge on anchor point only

Cmd Pencil clicks (in bitmap area)		Auto draw selected line between click points
Shift resize		constrains proportions
Option Shift resize		constrains to oval and rectangle drawing tool to a circle or square
Option while creating oval/rect		Creates from center point
Option Lasso		Creates lasso by clicking points on screen (similar to polygon tool)
Double-click Lasso tool		selects all paint objects as if lassoed
Double-click Marquee tool		Selects entire paint region
Drag while zoom tool selected		Magnifies selected area
Option click on layered images		Select next image down in layer
Option Shift click on layered images		Select current and next image down in layer

## Output Window Command Keys

Shift Command R	⇧ ⌘ R	Reset background image to original position.
Option Command R	⌥ ⌘ R	Reset foreground image to original position.
Control Click in output window		Displays a contextual menu for creating 'quick sprites' and multiframe animation editing
Double-click sprite image on frame		Opens sprite in Image Editor

## Output Window: File Menu Commands

Command N	⌘ N	Creates a new background image. If the output already contains an image, a verification dialog will be presented asking if you want to replace the current image.
Command O	⌘ O	Imports a new background image. If the output already contains an image, a verification dialog will be presented asking if you want to replace the current image.

Command W	⌘ W	Closes output window and returns to application map.
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**Output Window: Edit Menu Commands**

Command Z	⌘ Z	Undoes the last operation
Command X Shift Command X	⌘ X ⇧ ⌘ X	Cuts selected sprites from the frame Cuts selected sprites from the sprite palette
Command C Shift Command C	⌘ C ⇧ ⌘ C	Copies selected sprites Copies selected sprites in the sprite palette
Command V Shift Command V	⌘ V ⇧ ⌘ V	Pastes sprites from the clipboard into the current frame Pastes sprites from the clipboard into selected locations in the sprite palette
Command F	⌘ F	Opens the sprite palette with the selected sprite selected in the palette.
Command A	⌘ A	Selects all sprites
Command `	⌘ `	Selects next sprite family member. If no sprite selected, selects the first family member on the screen.
Shift Command `	⇧ ⌘ `	Selects previous sprite family member. If no sprite selected, selects the last family member on the screen.
Command ‘	⌘ ‘	Selects/deselects the foreground image
Command ;	⌘ ;	Selects/deselects the background image
Command period	⌘ .	Deselects all selected objects
Shift Command =	⇧ ⌘ =	Moves selected sprites to the front
Command =	⌘ =	Moves selected sprites forward by one layer
Command -	⌘ -	Moves selected sprites backward by one layer
Shift Command -	⇧ ⌘ -	Moves selected sprites to the back
Command Y	⌘ Y	Shows/Hides the grid
Shift Command B	⇧ ⌘ B	Shows/Hides the target screen boundary
Shift Command S	⇧ ⌘ S	Shows/Hides the sprite number and pose label
Shift Command T	⇧ ⌘ T	Shows/Hides the output's text window
Shift Command M	⇧ ⌘ M	Shows/Hides the digital movie poster window

**Output Window: Animation Menu Commands**

Shift Command I	⇧ ⌘ I	Inserts a single frame in the animation
Option Shift Command I	⇧ ⌘ I	Deletes current frame from the animation
Shift Command F	⇧ ⌘ F	Displays a dialog that allow you to specify a frame to go to
Command Up Arrow	⌘	Goes to First Frame
Command Down Arrow	⌘	Goes to Last Frame
Option Command Right Arrow	⌘	Goes to Next Frame and copies any selected sprites to the next frame. If the sprite(s) contain multiple poses, the next pose will be copied to the next frame.
Control Option Command Right Arrow	⌘ ⌥	Goes to Next Frame and copies any selected sprites to the next frame. Does not change pose if a multiposed sprite.
Command Left Arrow	⌘	Goes to Previous Frame
Option Command Left Arrow	⌘	Goes to Previous Frame and copies any selected sprites to the next frame. If the sprite(s) contain multiple poses, the previous pose will be copied to the next frame.
Control Option Command Left Arrow	⌘ ⌥	Goes to Previous Frame and copies any selected sprites to the next frame. Does not change pose if a multiposed sprite.
Control Command Right Arrow	⌘ ⌥	Goes to next Target frame
Control Command Left Arrow	⌘ ⌥	Goes to previous Target frame
Shift Command A	⇧ ⌘ A	Adds sprite(s) selected in the sprite palette to current frame. Note: only one member of each sprite family can be on any one frame at a time. Tip: the sprite will be positioned on the frame relative to its location in the Image Editor. If, for example, you are designing buttons that will be used throughout the application, create them in the image editor where you want them on the screen. This way, when you use the power key, the button will be placed in the same location on each output.
Shift Command D	⇧ ⌘ D	Deletes selected sprite(s) from the current frame of animation
Shift Command K	⇧ ⌘ K	Aligns selected sprite(s) with location on the next frame

Option Command K	 ⌘ K	Aligns selected sprite(s) with location on the previous frame
Command R	⌘ R	Runs animation
Shift Command R	⇧ ⌘ R	Runs animation from current frame

### Output Window: Windows Menu Commands

Command Space	⌘ _	Hide/Show All Palettes
Option Command S	 ⌘ S	Hide/Show Sprite Palette
Option Command F	 ⌘ F	Hide/Show Frame Control Palette

### Sprite Palette Command Keys

Double Click Image thumbnail		Open image in image editor
Option Command M	 ⌘ M	Reveals/Hides Mouse Actions on Sprite Palette
Shift Command X	⇧ ⌘ X	Cuts selected sprites from the sprite palette
Shift Command C	⇧ ⌘ C	Copies selected sprites in the sprite palette
Shift Command V	⇧ ⌘ V	Pastes sprites from the clipboard into selected locations in the sprite palette

### Keys while playing animation

Command period	⌘ .	Stops animation
Command comma	⌘ ,	Stops animation on the current frame. NOTE: if the animation has bridged outside of the starting output, this action will stop the animation and display the current frame in the 'bridged to' output.

### Other Output Keys

Cmd Double Click output window	⌘ 	Bring up background in image editor
Cmd/Shft Double Click output window	⌘ ⇧ 	Bring up foreground in image editor
Cmd period	⌘ .	Deselect background/foreground images
Option click on layered sprites	 	Select next sprite down in layer

Option Shift click on layered sprites	  	Select current and next sprite down in layer
Hold down option key while changing frames with Sprite(s) selected		Copies sprite to next/previous frame (if multiple pose - next/previous pose)
Hold down option and control keys while changing frames with Sprite(s) selected		Copies same pose of sprite to next/previous frame
Option mouse down while moving sprite		Advances frame and copies sprite to next frame
Shift drag sprite		Constrain movement to 45 degree increments
Command Click in Image Editor window	 	displays current cursor x/y position – dragging shows distance of drag in pixels
Option nudge key		Move selected object(s) by grid setting
Shift Option nudge key		Snaps selected object(s) to closest grid
Click single handle of selected object		highlights handle and allows drag/nudge on anchor point only
Shift resize		constrains proportions