# Keyboard shortcuts for Fairlight in Resolve 17, (Mac) and PC

**Keyboard transport:**

Play Reverse = press **J**

Play Forward = press **L**

Stop = press **K**

Fast Reverse = **SHIFT + J**

Fast Forward = **SHIFT + L**

HOLD **K**, press **J** = move 1frame reverse

HOLD **K**, press **L** = move 1frame forward

← or → = moves cursor or clip by 1 frame

SHIFT + ← or → = moves cursor or clip by 1 second

SPACE BAR – Start / Stop

Stop and Go to last position = right click on STOP button, then tick / un-tick box

**With clip highlighted:**

**Comma** ‘ **,** ‘ = nudge clip 1 frame to the left

**Period** ‘ **.** ’ = nudge clip 1 frame to the right

**Rotate screen display (Landscape / Portrait)**:

Portrait (top of screen to the left) = **(CMD** ⌘ ) CTL + **(OPT** ⌥**)** ALT + ⟵

Portrait (top of screen to the right) = **(CMD** ⌘ ) CTL + **(OPT** ⌥**)** ALT + ⟶

Landscape (normal aspect) = **(CMD** ⌘ ) CTL + **(OPT** ⌥**)** ALT + ^ (Up key)

Landscape (upside down aspect) = **(CMD** ⌘ ) CTL + **(OPT** ⌥**)** ALT + v (Down key)

Play again = **(OPT** ⌥**)** ALT + L

Play In point (i) to Out point (o) (play range) = **(OPT** ⌥**)** ALT + /

**Useful keyboard audio-editing short-cuts:**

**(CMD** ⌘ ) CTL **+ B** = split clip or **(CMD** ⌘ ) CTL **+ **

**(CMD** ⌘ ) CTL **+ X** = cut clip **(CMD** ⌘ ) CTL **+ V** – paste clip

**(OPT ⌥)** ALT **+ ** = join clips

**With clip or range highlighted:**

**Backspace key** – removes the highlighted clip and leaves the gap between clips

**Delete key** – ripples the clips to the point of the cut

**Press D** to disable / silence a highlighted clip (toggles on / off)

**(CMD** ⌘ ) CTL **+ = (equals sign)** – HORIZONTAL zoom in

**(CMD** ⌘ ) CTL **+ - (minus sign)** – HORIZONTAL zoom out

**SHIFT + mouse wheel** – VERTICAL zoom

**(OPT ⌥)** ALT **+ mouse wheel** – HORIZONTAL zoom

**Other useful settings:**

**Adjust timeline start time –**

MEDIA page → highlight timeline in list → right click → Timelines → Starting Timecode → enter new start time

**To hear 'Direct' –**

Click on channel input on channel strip → Path Settings → click **THRU**

**Layered audio editing –**

Timeline → Layered Audio Editing (tick)

**Fixed Play Head –**

View → Show Fixed Playhead

**Add Mark –**

Press **M** (no clip selected Mark is on timeline, with clip selected Mark stays on clip)

**Delete Mark –**

ALT + **M**

**Range –**

In = press **i** / Out = press **o**

Clear In = press **(OPT ⌥)** ALT **+ i** / Clear Out = press **(OPT ⌥)** ALT **+ o**

Clear Range = **(OPT ⌥)** ALT **+ X**

**Clip snapping on / off –**

Press **N**

**(CMD ⌘) / CTL shortcuts –**

**+ A** = select **A**ll

**+ B** = **B**lade or razor tool ( also + \ )

**+ C** = **C**opy

**+ E** = **E**xport

**+ I** = **I**mport

**+ M** = add **M**arker

**+ N** = **N**ew timeline

**+ Q** = **Q**uit resolve

**+ V** = paste

**+ X** = cut

**+ Z** = undo

**(OPT ⌥) /** ALT **shortcuts –**

**+ M** = remove **M**arker

**+ X** = clear range

**+ double-click on PAN panel** = 3D panning controls

⇧ **SHIFT shortcuts –**

**+ I** = go to **I**n point

**+ O** = go to **O**ut point

**+ V** = nearest clip to playhead

**+ Z** = **Z**oom to fit horizontally

**+ <** = opens media storage

**+** ↑ or ↓ = jump between markers

**+** ← or → = moves cursor or clip 1 second