

# K2 Keyboard shortcut list for K2 V1.4

## Key

^ = Press and hold the CTRL key

ALT = Press and hold the ALT key

SHIFT = Press and hold the SHIFT key

ENT = Press and release the ENTER key

<nn> = number

<Lnn> = Cuelist number, numbers can be specified up to two decimal places so 1.12 is valid.

<Qnn.> = Cue number, numbers can be specified up to two decimal places so 1.12 is valid.

<Pnn> = Preset number, numbers can be specified up to two decimal places so 1.12 is valid.

<Cnn> = Construct number

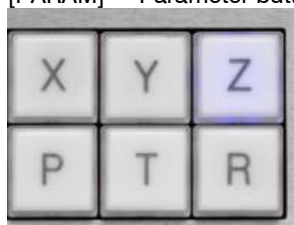
<PBx> = Playback letter A to F selected on the PC keyboard

[OPEN] = Button on Playback wing, the text is the text on the button for example this is the "OPEN" key.

[SELECTx] = Choose a Playback select key on the Playback wing



[PARAM] = Parameter button on Wing X Y Z P T R



[DMH] = Press the DMH bar at the bottom of the wing, this is also the CTRL key on the Keyboard



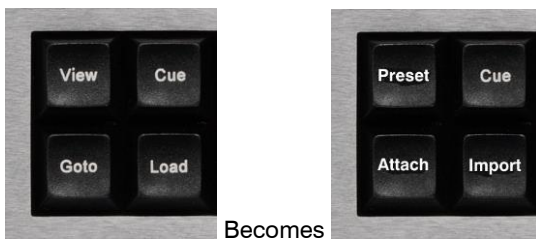
Enter = Press the Enter key either on the wing or the keyboard

When entering commands into the "command line". Press the ESC key first, to clear the command line of any unrecognised input.

## Notes – K2 WING KEYCAP CHANGES

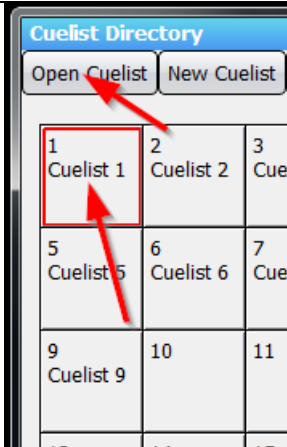
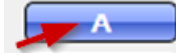
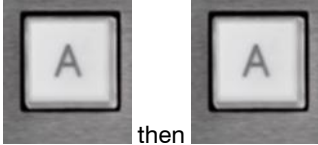
The following keys on the Wing have been re-used for these new functions

1. The [VIEW] button on the wing is used as the [PRESET] button
2. The [GOTO] button on the wing is used as the [ATTACH] button
3. The [LOAD] button on the wing is used as the [IMPORT] button

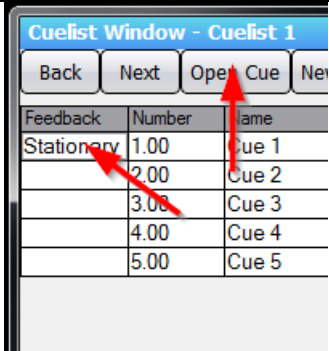


In the following documentation references to [VIEW], [GOTO] and [LOAD] have been changed to the new designations [PRESET], [ATTACH] and [IMPORT] respectively.

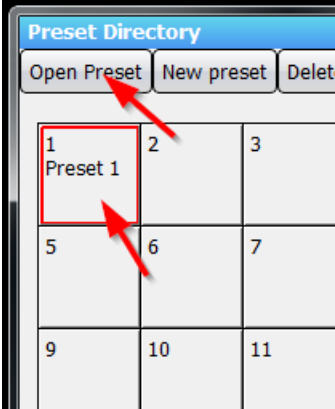
## Open CueList

CueLists	Screen	Wing	Keyboard
Open CueLists Directory		[OPEN] [LIST] ENTER]	O L ENT
Open CueList window on screen		[OPEN] [LIST] <Lnn> [ENTER]  [OPEN] <Lnn> [ENTER]	O L <Lnn> ENT  O <Lnn> ENT
Open CueList that is currently loaded on a selected Playback (Playback A Demonstrated)	 (Double Click on Playback select button)	 then pressed within 1 sec	ALT <PBx> ALT <PBx>  (For example ALT A ALT A, pressed within 1 sec would open the cueList currently attached to Playback A)

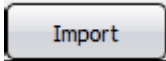
## Open Cue window

Cues	Screen	Wing	Keyboard
Open cue in current cueList		[OPEN] [CUE] <Qnn> [ENTER]	O Q <Qnn> ENT
Open Cue from specified cueList		[OPEN] <Lnn> / <Qnn> [ENTER]  [OPEN] [LIST] <Lnn> [CUE] <Qnn> [ENTER]  [OPEN] [CUE] <Qnn> [LIST] <Lnn> [ENTER]	O <Lnn> / <Qnn> ENT  O L <Lnn> Q <Qnn> ENT  O Q <Qnn> L <Lnn> ENT

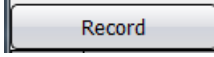
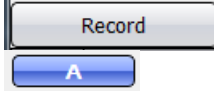
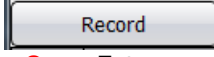
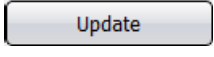
## Open Preset window

Presets	Screen	Wing	Keyboard
Open Presets Directory		[OPEN] [PRESET] [ENTER]	O P ENT
Open Preset window on screen		[OPEN] [PRESET] <Pnn> [ENTER]	O P <Pnn> ENT

## Programmer – Importing existing cues

Programmer – Importing cues	Screen	Wing	Keyboard
Import Cue from current cuelist into programmer	 <Qnn> Enter	[IMPORT] <Qnn> [ENTER]	I <Qnn> ENT
Import Cue from specific Cuelist		[IMPORT] <Lnn> / <Qnn> [ENTER]	I <Lnn> / <Qnn> ENT
		[IMPORT] [LIST] <Lnn> [CUE] <Qnn> [ENTER]	I L <Lnn> Q <Qnn> ENT
		[IMPORT] [CUE] <Qnn> [LIST] <Lnn> [ENTER]	I Q <Qnn> L <Lnn> ENT

## Programmer – Recording cues

Programmer – Recording cues	Screen	Wing	Keyboard
Add to end of current Cuelist	 Enter	[RECORD] [ENTER]	R ENT
Add to Cuelist on selected Master, added to the end of the Cuelist on selected master		[RECORD] [SELECTx]	R ALT <PBx> ENT
Record specific Cue number in current Cuelist	 <Qnn> Enter	[RECORD] <Qnn> [ENTER]	R <Qnn> ENT
Update currently imported cue in the programmer, i.e write it back to the Cuelist overwriting the original		[RECORD] [RECORD]	R R ENT
Record specified cue in specified cuelist		[RECORD] <Lnn> / <Qnn> [ENTER]	R <Lnn> / <Qnn> ENT
		[RECORD] [LIST] <Lnn> [CUE] <Qnn> [ENTER]	R L <Lnn> Q <Qnn> ENT
		[RECORD] [CUE] <Qnn> [LIST] <Lnn> [ENTER]	R Q <Qnn> L <Lnn> ENT

## Programmer – Importing presets



Programmer – Load presets	Screen	Wing	Keyboard
Import preset		[IMPORT] [PRESET] <Pnn> [ENTER]	I P <Pnn> ENT

Note importing presets is additive, so you can import multiple presets one after the other into the programmer and each import will overwrite any previous settings. If a preset has no settings for a particular construct parameter, then the current settings, if any, are used.

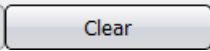
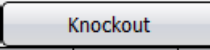
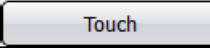
## Programmer – Recording presets

Programmer – Recording presets	Screen	Wing	Keyboard
Record preset		[RECORD] [PRESET] <Pnn> [ENTER]	R P <Pnn> ENT


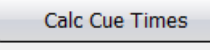
## Programmer – Select Constructs

Programmer – Select Constructs	Screen	Wing	Keyboard
Select / Deselect single Construct			<Cnn> ENT
Select all constructs from given number		<Cnn> [THRU] [ENTER]	
Select range of constructs		<Cnn> [THRU] <Cnn> [ENTER]	

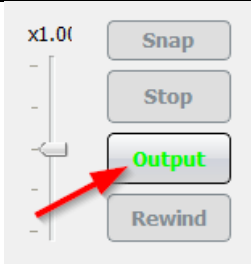



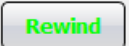

## Programmer – Editing

Programmer –Recording cues	Screen	Wing	Keyboard
Clear command line		[CLEAR]	Esc
Clear programmer editing		[KINESYS] and [CLEAR] (Keys pressed together)	^ K
Clear one item from the command line		[BACKSPACE]	Backspace
Remove just selected construct parameter from programmer (Need to select parameter(s) on screen with mouse)			Del
Knockout Remove all programming for selected constructs in programmer			K
Touch Get Parameter values from real world for selected constructs			U
Absolute move		[PARAM] @ <nn> [ENTER]	^ Z @ <nn> ENT
(positive relative move)		[PARAM] + <nn> [ENTER]	^ Z + <nn> ENT
(negative relative move)		[PARAM] - <nn> [ENTER]	^ Z - <nn> ENT
(set move time)		[PARAM] [TIME] <nn> [ENTER]	^ Z T <nn> ENT
(set move speed)		[PARAM] [SPEED] <nn> [ENTER]	^ Z S <nn> ENT
(set delay time)		[PARAM] [TIME] [TIME] <nn> [ENTER]	^ Z T T <nn> ENT
(set move acceleration)		[PARAM] [SPEED] [SPEED] <nn> [ENTER]	^ Z S S <nn> ENT
(set move deceleration)		[PARAM] [SPEED] [SPEED] [SPEED] <nn> [ENTER]	^ Z S S S <nn> ENT
Set Construct to preset value		@ [PRESET] <Pnn> [ENTER]	@ P <Pnn> ENT
Set Construct Parameter value to preset value		[PARAM] @ [PRESET] <Pnn> [ENTER]	^ Z @ P <Pnn> ENT
Example showing setting Speed on Absolute move		[PARAM] @ <nn> [SPEED] <nn> [ENTER]	^ Z @ <nn> S <nn> ENT
Example Showing setting Time on relative move		[PARAM] + <nn> [TIME] <nn> [ENTER]	^ Z @ <nn> T <nn> ENT

## Programmer – Testing Cues

Programmer – Testing Cues	Screen	Wing	Keyboard
Try Cue			End
Calc minimum and maximum Cue Times			Home

## Programmer – Movement

Programmer – Movement	Screen	Wing	Keyboard
Programmer Output			^ PgDn
Programmer Stop			PgUp
Programmer Rewind			
Global Stop			Spacebar
Toggle programmer rate wheel from “Cue Rate adjustment” to “parameter joystick” mode		[MANUAL] [PARAM]  The Manual button will be illuminated and the selected Parameter will flash when in joystick mode.	
Toggle programmer rate wheel from “parameter joystick” mode to “Cue Rate adjustment” mode		[MANUAL]  The Manual button will not be illuminated	
Programmer Snap			

## Copy commands

With copy commands the format is “Source” C “Destination” i.e. the Source is specified first then C is pressed followed by the destination

Copy Cues	Screen	Wing	Keyboard
Copy between specific cues in different cue lists			L <Lnn> Q <Qnn> C L <Lnn> Q <Qnn> ENT
Copy between specific cues in same cue lists			L <Lnn> Q <Qnn> C Q <Qnn> ENT
Copy between specific cues in the cue list for the currently selected master			Q <Qnn> C Q <Qnn> ENT

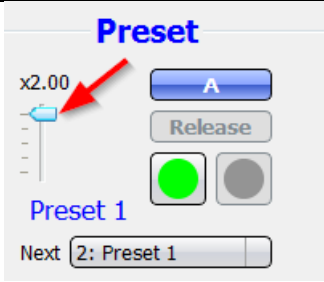

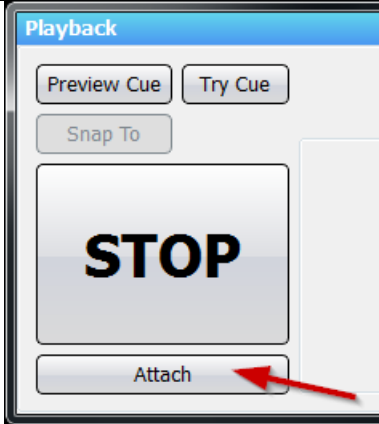
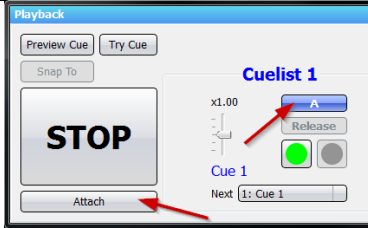
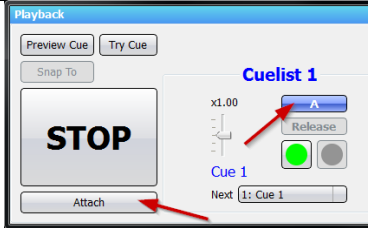
Copy Cue List	Screen	Wing	Keyboard
Copy cue lists			L <Lnn> C L <Lnn> ENT  <Lnn> C <Lnn> ENT

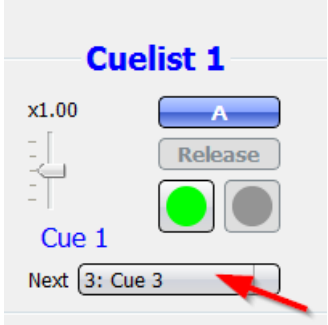
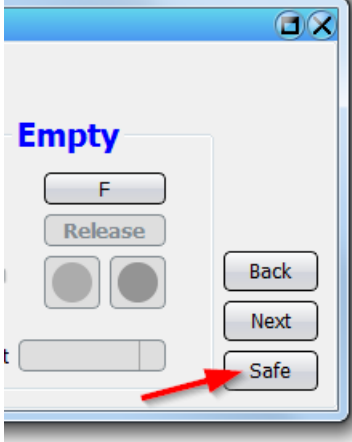
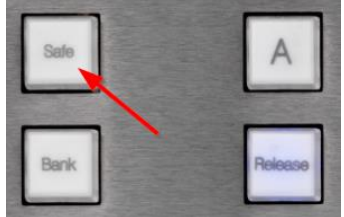
Copy Preset	Screen	Wing	Keyboard
Copy preset			P <Pnn> C P <Pnn> ENT





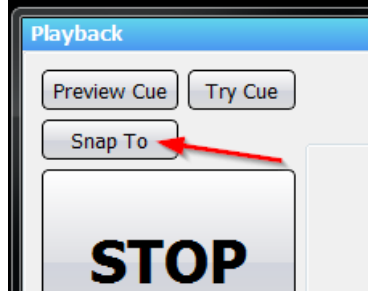
# Playback

Playback	Screen	Wing	Keyboard
Playback A Go			^ F1
Playback A Stop / Pause			F2
Playback B Go			^ F3
Playback B Stop / Pause			F4
Playback C Go			^ F5
Playback C Stop / Pause			F6
Playback D Go			^ F7
Playback D Stop / Pause			F8
Playback E Go			^ F9
Playback E Stop / Pause			F10
Playback F Go			^ F11
Playback F Stop / Pause			F12
Select Current Playback (Playback A demonstrated)			<b>ALT &lt;PBx&gt;</b>  (For example <b>ALT A</b> would select playback A)
Release constructs currently locked to selected Playback, to allow another playback to take control of them			
Check which Playbacks have locked Constructs, Press the Playback to be Run. Playbacks that are locking constructs are shown in red on screen			<b>ALT &lt;PBx&gt;</b>  (For example <b>ALT A</b> would select playback A)

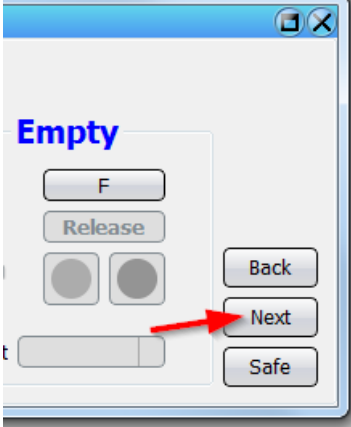
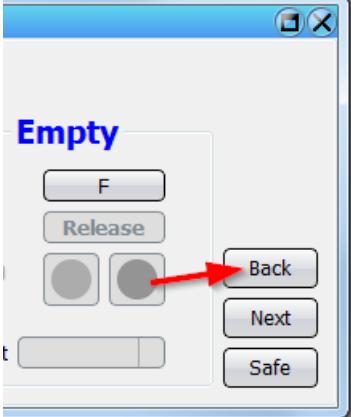
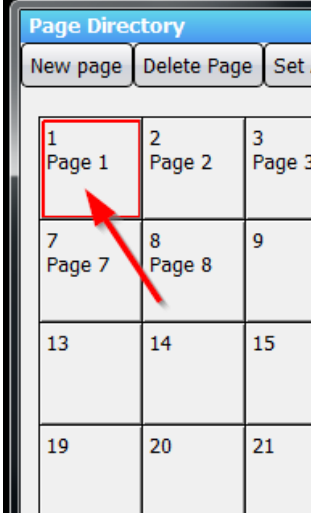
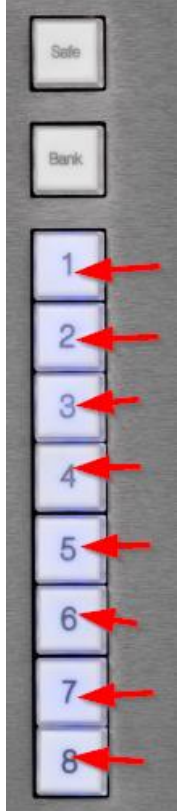
Playback	Screen	Wing	Keyboard
<p>Global Stop</p> <p>Cue Playback rate adjust (Allow adjustment of Rate between x 0.2 and x 2)</p>			<p>Spacebar</p>
<p>Attach Cuelist to currently selected playback</p>	 <p>Press Attach followed by Cuelist number then Enter</p>	<p>[ATTACH] &lt;Lnn&gt; [ENTER]</p>	<p>A &lt;Lnn&gt; ENT</p>
<p>Attach Cuelist into selected playback</p>	 <p>Press Attach followed by Cuelist number then the desired playback select</p>	<p>[ATTACH] &lt;Lnn&gt; [SELECTx]</p>	<p>A &lt;Lnn&gt; ALT &lt;PBx&gt; ENT</p>
<p>Unload Cuelist from selected playback</p>	 <p>Press Attach followed the desired playback select</p>	<p>[ATTACH] [SELECTx]</p>	<p>A ALT &lt;PBx&gt; ENT</p>


Playback	Screen	Wing	Keyboard
Select next cue to run in currently selected playback		[CUE] <Qnn> [ENTER]	Q <Qnn> ENT
Switch to Safe Mode			

### Playback – Snap (Only in Offline mode)


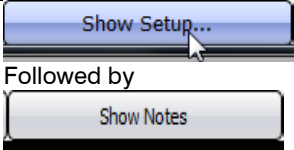
Playback - Pages	Screen	Wing	Keyboard
Snap to cue position on chosen playback		 [KINESYS] and (Keys pressed together)	SHIFT ^ F1  F1 = Playback A F3 = Playback B Etc ...
Snap to cue position on current playback			

# Playback - Pages

Playback - Pages	Screen	Wing	Keyboard
Next playback page			>
Previous playback page			<
Select Page number			

Playback - Pages	Screen	Wing	Keyboard
<p>Select Page Bank</p> <p>Press and hold the Bank button then choose the bank number required.</p> <p>Banks are selected in groups of 8 there can be up to 8 banks of 8 pages each.</p>			

### Misc Commands

Misc Commands	Screen	Wing	Keyboard
<p>Open Patch Browser</p>			B
DMC Manual Move Up			^ UPARROW
DMC Manual Move Down			^ DOWNARROW
<p>Ctrl key on Keyboard Substitute for pressing the DMH on wing</p>		[DMH]	^
<p>Open Show Notes window</p>			N

## Resetting the K2 wing

To reset the K2 wing press playback buttons 1 and 4 and construct buttons 9 and 16 at the same time. Whilst these four buttons are pressed all the lights on the K2 wing will be illuminated. The action of releasing these four buttons will cause the wing firmware to restart and reconnect to K2.

