Sonar Shortcut Mapping Notes

Assigning some shortcuts to Sonar can overwrite useful S1 shortcuts, so you may need to create a new shortcut for any you remove. For example **Ctrl+R**, Sonar's Media Browser refresh shortcut, is the same as S1's reverse audio shortcut. A Sonar user will more likely want the refresh function, so it will be necessary to come up with a new shortcut for reverse audio.

Most mappings are straightforward; here are additional notes. Bear in mind that Sonar and S1 offer different functionalities, so it's not possible to map all Sonar shortcuts to S1 functions.

- **Ctrl+I** (open Sonar ProChannel) toggles opening an S1 Console channel. This is similar to the Console's ProChannel view; you can see which effects are inserted, and a thumbnail of their settings.
- **I** (open Sonar Inspector) toggles S1's Inspector. This overwrites S1's shortcut to enable auto-punch, but you can enable this by clicking the associated transport button or assigning a new shortcut.
- **Alt+K** (open Sonar Clip FX Rack) is assigned to S1's Insert Event FX. This allows inserting an Event FX quickly; to see all options for Event FX, open the Inspector (this shows the equivalent of a clip's FX Rack).
- **B** (open Sonar Browser) toggles S1's Browser, unless the Browser is open and you've clicked on content inside it.
- **NumPad3** nudges forward by the current quantization value, **NumPad1** nudges back by the current quantization value, **NumPad6** nudges forward 1 bar, and **NumPad4** nudges back one bar (these all overwrite S1 shortcuts).
- **Alt+Shift+0** (open Sonar virtual controller) toggles S1's QWERTY music keyboard.
- **Alt+A** (open Sonar AudioSnap) toggles the Audio Bend panel (which is related to AudioSnap's functionality) in the Track view *or* the Editor if it's open (shortcut F2).
- **H** (open Sonar Track Manager) toggles S1's Track List, which is probably the most Sonar-like way to manage track hide/show in S1.
- **Alt+Shift+8** (open Sonar Navigator view) reduces the track heights to the absolute minimum, which is visually similar to how the Navigator looks (S1 doesn't have a dedicated Navigator view). To return to a different track height, use the drop-down menu at the bottom of the track headers (which will show "minimal"), or create a custom shortcut for the desired height.
- **1 through 5** (open Sonar screensets) call up five Console Scenes. While not the same as screensets, they are similar. Because these overwrite the Tool shortcuts, they are changed to Ctrl+Shift+[function key] because Sonar uses function keys to call up tools.

Sonar has many functions that aren't assigned to default keyboard shortcuts, but are default shortcuts in S1. If you've created a custom Sonar shortcut, and S1 has a similar function, you'll likely be able to create similar (if not identical) shortcuts in S1.

Shortcut mappings are great for when you're first learning S1 or trying the demo. However, a lot of thought went into choosing and assigning S1's shortcuts. A little effort spent learning them will save lots of time overall, so print out the list and learn a new shortcut every few days to enjoy the fastest possible workflow.