ARDOUR Shortcuts
Mnemonic US-Keypad

Transport & Recording Control

destroy last recording Control+Delete
engage record Shift+r
loop play (the loop range) 1
rewind Shift+←
set playhead position p
start recording Control+space
stop (keep loop/range play) Control+Alt+space
stop and destroy Control+space
transition to reverse Shift+f
transition to roll Shift+↑

Session & File Handling

add track(s) or bus(ses) Control+Shift+n
export session Win+e
import audio files Control+i
open a new session Control+n
open a recent session Control+Shift+o
open an existing session Control+q
quit Control+q
save session Control+space
snapshot session Control+Shift+s
toggle sel. track MIDI input Alt+i

Changing What’s Visible

fit tracks vertically f
move selected tracks down Control+↓
move selected tracks up Control+↑
scroll down (page) Page Down
scroll up (page) Page Up
scroll up (step) ↑
toggle editor window mixer Shift+e

toggle last 2 zoom states Control+Alt+z

Session & File Handling

add track(s) or bus(ses) Control+Shift+n
export session Win+e
import audio files Control+i
open a new session Control+n
open a recent session Control+Shift+o
open an existing session Control+q
quit Control+q
save session Control+q
snapshot session Control+Shift+s
toggle sel. track MIDI input Alt+i

Region Operations

duplicate region (multi) Shift+d
duplicate region (once) Alt+d
export selected region(s) Control+Win+e
increase region gain n
move to original position Alt+o
mune/unsigned Control+m
normalize KP_Subtract
nudge backward Alt←
nudge forwards Alt→
to edit point Return
to next grid point Shift+Win+→
to next mark Control+KP_Right
to next region edge ←
to next region edge Win+→
(ignoring selection)
to previous grid point Shift+Win←
to previous mark Control+KP_Left
to previous region edge ←
to previous region sync Control+Alt←
to previous transient Control+←
to start marker Home

to zero KP_0

Edit Point Playback

play edit range Alt+space
play from EP & return Win+space
play selected region(s) h

Moving the Playhead

A left click in the rulers positions the playhead unless Ardour is recording. You can use KP_n to move the playhead to the n-th marker.
nudge backward Alt←
nudge forwards Alt→
to edit point Return
to end marker End
to next grid point Shift+Win+→
to next mark Control+KP_Right
to next region edge ←
to next region edge Win+→
(ignoring selection)
to next region sync Control+Alt+←
to next transient Control+→
to previous edge Win←
(ignoring selection)
to previous grid point Shift+Win←
to previous mark Control+KP_Left
to previous region edge ←
to previous region sync Control+Alt←
to previous transient Control+←
to start marker Home

to zero KP_0

Editing with Edit Point

Most edit functions operate on a single “Edit Point”. The edit point can be any of: playhead (default), the mouse or an active marker. The choice of Edit Point (by default) also sets the Zoom Focus.

Aligning with the Edit Point

Align operations move regions so that their start/end/sync point is at the edit point. “Relative” operations just align the first region and moves other selected regions to maintain relative positioning.

Window Visibility

toggle locations dialog Alt+1
focus on main clock KP_Divide
maximise editor space Control+Alt+f
rotate editor & mixer window Alt+m
show rhythm ferret window Alt+f
show color manager Alt+b
show editor window Alt+c
show global audio patchbay Alt+p
show global midi patchbay Alt+Shift+p
toggle key bindings editor Alt+k
toggle preferences dialog Alt+o
toggle preferences dialog Control+Shift+p

Edit Point Playback

play edit range Alt+space
play from EP & return Win+space
play selected region(s) h

Moving the Playhead

A left click in the rulers positions the playhead unless Ardour is recording. You can use KP_n to move the playhead to the n-th marker.
nudge backward Alt←
nudge forwards Alt→
to edit point Return
to end marker End
to next grid point Shift+Win+→
to next mark Control+KP_Right
to next region edge ←
to next region edge Win+→
(ignoring selection)
to previous grid point Shift+Win←
to previous mark Control+KP_Left
to previous region edge ←
to previous region sync Control+Alt←
to previous transient Control+←
to start marker Home

to zero Control+0

Region Operations

duplicate region (multi) Shift+d
duplicate region (once) Alt+d
export selected region(s) Control+Win+e
increase region gain n
move to original position Alt+o
mute/unsigned Control+m
normalize KP_Subtract
nudge backward Alt←
nudge forwards Alt→
to edit point Return
to next grid point Shift+Win+→
to next mark Control+KP_Right
to next region edge ←
to next region edge Win+→
(ignoring selection)
to next region sync Control+Alt+←
to next transient Control+→
to previous edge Win←
(ignoring selection)
to previous grid point Shift+Win←
to previous mark Control+KP_Left
to previous region edge ←
to previous region sync Control+Alt←
to previous transient Control+←
to start marker Home

to zero Control+0

Editing with Edit Point

Most edit functions operate on a single “Edit Point”. The edit point can be any of: playhead (default), the mouse or an active marker. The choice of Edit Point (by default) also sets the Zoom Focus.

Aligning with the Edit Point

Align operations move regions so that their start/end/sync point is at the edit point. “Relative” operations just align the first region and moves other selected regions to maintain relative positioning.

Window Visibility

toggle locations dialog Alt+1
focus on main clock KP_Divide
maximise editor space Control+Alt+f
rotate editor & mixer window Alt+m
show rhythm ferret window Alt+f
show color manager Alt+b
show editor window Alt+c
show global audio patchbay Alt+p
show global midi patchbay Alt+Shift+p
toggle key bindings editor Alt+k
toggle preferences dialog Alt+o
toggle preferences dialog Control+Shift+p

Edit Point Playback

play edit range Alt+space
play from EP & return Win+space
play selected region(s) h

Moving the Playhead

A left click in the rulers positions the playhead unless Ardour is recording. You can use KP_n to move the playhead to the n-th marker.
nudge backward Alt←
nudge forwards Alt→
to edit point Return
to end marker End
to next grid point Shift+Win+→
to next mark Control+KP_Right
to next region edge ←
to next region edge Win+→
(ignoring selection)
to previous grid point Shift+Win←
to previous mark Control+KP_Left
to previous region edge ←
to previous region sync Control+Alt←
to previous transient Control+←
to start marker Home

to zero Control+0
**Edit Range**

There are only a few functions that refer to an “Edit Range”. The current edit range is defined using combinations of the possible edit points: Playhead, Marker or Mouse.

<table>
<thead>
<tr>
<th>Edit Point</th>
<th>Active Mark?</th>
<th>Edit Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Playhead</td>
<td>no</td>
<td>from Playhead to Mouse</td>
</tr>
<tr>
<td>Playhead</td>
<td>yes</td>
<td>from Playhead to Active Marker</td>
</tr>
<tr>
<td>Mouse</td>
<td>no</td>
<td>from Mouse to Playhead</td>
</tr>
<tr>
<td>Mouse</td>
<td>yes</td>
<td>from Mouse to Active Marker</td>
</tr>
<tr>
<td>Marker</td>
<td>no</td>
<td>No edit range defined</td>
</tr>
<tr>
<td>Marker</td>
<td>yes</td>
<td>from Active Marker to Mouse</td>
</tr>
</tbody>
</table>

**Markers & Locations**

The “move” commands all move the active marker(s). Jump to the first 9 markers using the keypad digits 1-9 (requires numlock).

- add mark at playhead: KP_Enter
- move to next region edge: Ctrl+Shift+→
- move to prev region edge: Ctrl+Shift+←

**Mouse Modes**

- link object/range tools: y
- note-draw mode: d
- object mode: o
- range mode: r
- region gain mode: g
- timefx mode: t
- toggle MIDI note editing: z

**Mouse Object Mode**

This mode provides many different operations on both regions and control points, partially depending on where you click/drag with the mouse. The “body” of a region is the area where the waveform is displayed.

- add control point: left-click in auto track
- add/remove selection: Ctrl+left-click on body
- adjust region edges: left-drag near ends of trim bar
- copy+move region(s): Ctrl+left-drag on body
- extend selection: Shift+left-click on body
- fixed time adjust: middle-drag on point
- fixed time copy+move: Ctrl+middle-drag on body
- fixed time move: middle-drag on body
- lower region: Alt+Shift+middle on body
- move control point: left-drag on point
- move line segment: left-drag on line
- move point+later points: Ctrl+left-drag on point
- move region(s): left-drag on body
- raise region: Shift+middle on body
- rubber-band select: Ctrl+Alt+left-drag on regions
- rubber-band select: left-drag empty space
- rubber-band select: left-drag in auto track
- control points: left-click on body
- select: middle in trim bar
- set region end: middle in trim bar
- set region start: left-click in trim bar
- slip audio in region: Ctrl+left-drag in trim bar