

## Resolve 8

Page Buttons						
1	2	3	4	5	6	
1	Pan Image	Tilt Image	Zoom Image	Rotate Image	H Size	V Size
2	Lift	Gamma	Gain	Sat	Hue	Lum Mix
3	Red Offset	Green Offset	Blue Offset	Master Offset	Blur Radius	H/V Ratio
4	Zoom Window	Aspect	Rotate Window	Softness	Pan Window	Tilt Window
5	Zoom Window	Aspect	Inside Softness	Outside Softness	Pan Window	Tilt Window
6	Hue Centre	Hue Width	Hue Soft	Hue Sym	Q.Blur Radius	Q.Blur Offset
7	Lum Low Clip	Lum Low Soft	Lum Hi Soft	Lum Hi Clip	Q.Blur Radius	Q.Blur Offset
8	Sat Low Clip	Sat Low Soft	Sat Hi Soft	Sat Hi Clip	Shrink Radius	Shrink Offset
Resets			Trackballs and Rings			
R1	Reset Lift Master		Ring 1	Lift Master		
B1	Reset Lift RGB		Trackball 1	Lift Balance		
R2	Reset Gamma Master		Ring 2	Gamma Master		
B2	Reset Gamma RGB		Trackball 2	Gamma Balance		
R3	Reset Gain Master		Ring 3	Gain Master		
B3	Reset Gain RGB		Trackball 3	Gain Balance		
Screen Selection Buttons			Still and Dynamic Buttons			
Left	Primary		M1	Grab Still		
Up	Vectors		M2	Play Still		
Right	Sizing		M3	Mark		
Down	Windows		M4	Start Dynamic		
Center			M5	Delete Mark		
Function Buttons			Shift			
F1	Basemem		F1	Basemem Reset		
F2	Highlight		F2	Highlight BW		
F3	Add Serial		F3	Preview Mem		
F4	Add Parallel		F4	Original Mem		
F5	Add Outside		F5	Window Outline Toggle		
F6	Enable/Disable Current		F6	Enable/Disable All		
F7	Delete Current		F7	Loop		
F8	Save		F8			

Window Buttons		Shift	
W1	CPW	W1	Node + CPW
W2	LPW	W2	Node + LPW
W3	PPW	W3	Node + PPW
W4	PCW	W4	Node + PCW
W5	Matte/Mask	W5	
W6	In/Out	W6	
W7	Master Invert	W7	

Right Hand Side Rotary Knobs	
1	turn to left to select previous node, to the right for next node
2	turn to left to select previous still, to the right for next still
3	turn to left to select previous scene, to the right for next scene
4	turn to left to select previous keyframe, to the right for next keyframe
5	turn to left to select previous version to the right for next version

Room/Page Buttons	
1	Undo
2	Redo
3	Track Forward
4	Track Reverse
5	Auto Color
6	Proxy
7	Add Version
8	Default Version

Bank buttons		Shift
Bank 1	Mem A	Mem E
Bank 2	Mem B	Mem F
Bank 3	Mem C	Mem G
Bank 4	Mem D	Mem H
Assign	Save	Panel Utility
(Reset panel power to return to normal operation)		

Transport Controls
Fast Reverse
Fast Forward
Stop
Play
Render Screen