

Resolve 8

Display A

Display B

Display C

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Display A

Zoom	Aspect	Softness
Power Window		
Select CPW	Select LPW	Select PPW

Power Window		
Node + CPW	Node + LPW	Node + PPW

Qualifier Gain	Qualifier Offset	
Input Key		
Invert Key	Matte/Mask	

Red	Green	Blue
Curves		

Red	Green	Blue
Curves High Clip		

Red	Green	Blue
Curves Low Clip		

Version		
Default Version	Previous Version	Next Version

Display B

Rotate	Pan	Tilt
Power Window		
Select PCW	Matte/Mask/Off	Cursor On/Off

Power Window		
Node + PCW		

Post Mixing Gain	Post Mixing Offset	Ext Key Gain
Output Key		
Invert Key		

Lum		Lum
Curves		YFX

Master		Master
High Clip		High Soft

Master		Master
Low Clip		Low Soft

Version		
Add Version		

Display C

	Inside Softness	Outside Softness
Power Window		
Track Rwd	Track Fwd	Inside/Outside

Power Window		

Ext Key Offset	Blur Radius	Blur H/V Ratio
External Key		
Invert Key	Matte/Mask	

Red	Green	Blue
YFX		

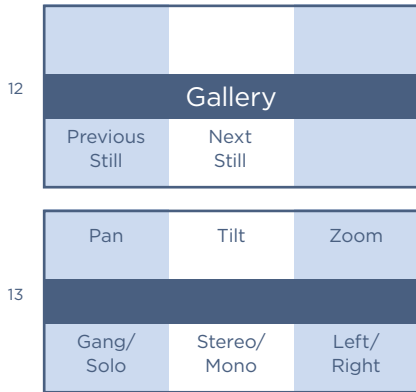
Red	Green	Blue
Curves High Clip Soft		

Red	Green	Blue
Curves Low Clip Soft		

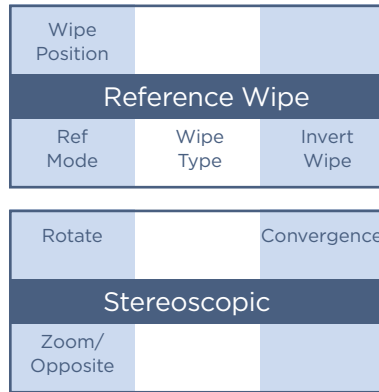
Grade Memory		
Preview Memory	Original Memory	

Resolve 8

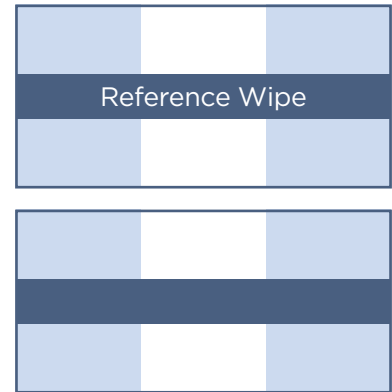
Display A



Display B



Display C



Panel RHS Buttons

Up Arrow		Down Arrow
F7	F8	F9
F4	F5	F6
F1	F2	F3
Left Step		Right Step
Left	Stop	Right

DaVinci Resolve Functions

Menu Up		Menu Down
Undo	Redo	Step Node>
Grab Still	Play Still	Step Node<
Start Dynamic	Mark	Basemem
Previous Clip		Next Clip
Play Rev	Stop	Play Fwd

Select both menu buttons for Master menus

ALT Mode Functions

		Add Serial
		Add Parallel
		Basemem Reset
First Frame		Last Frame
Step Reverse		Step Forward

A note on Resets

Each Trackball and Master level set has two reset buttons. The Ring button will reset **all**. The dot button will reset the **RGB** values. Selecting Alt, then the dot button will **level** all the values