KEY SHORTCUTS IN ANIMATE

Introduction
Key shortcuts speed up productive work, and Animate has a good selection of shortcuts predefined. Some of these are Function keys, which have operating system presets on Apple machines. To return function keys to acting as they do on a PC, go to System Preferences - Keyboard and enable F1, F2, etc to act as standard function keys.

You can also make your own key shortcuts, or redefine existing ones. To do this, go to Edit - Keyboard Shortcuts in the top menus (PC) or Animate CC - Keyboard Shortcuts on a Mac.

Function keys
F1 – help
F2 – show/hide Output panel
F4 – show/hide all panels
F5 – insert keys
F6 – insert keyframe filled with whatever is in the canvas
F7 – add blank keyframe; canvas contents are hidden
F8 – convert to symbol
F9 – show/hide actions panel
F11 – toggle return to desktop (Mac); cycle fullscreen options (PC)
F12 – toggle accessories (Mac)

Regular keys
Enter – play/pause
Period – move one frame forward
Comma – move one frame backwards

V – Selection tool
A – Subselection tool
Q – Free transform tool
F – Gradient transform tool
L – Lasso, Polygon Select, and Magic Wand tools (keep pressing L to cycle through options)

P – Pen tool
= – Add Anchor point
- – Delete Anchor point tool
C – Convert Anchor point tool
T – Text tool
N – Line tool
R – Rectangle and Rectangle Primitive tools (keep pressing R to cycle through options)
O – Oval and Oval Primitive tools (keep pressing O to cycle through options)
Shift-Y – Pencil tool
B – Brush tool
Y – Paint Brush tool
M – Bone tool and Bind tool (keep pressing M to cycle through options)
K – Paint Bucket tool
S – Ink Bottle tool
I – Eyedropper tool
E – Eraser tool
U – Width tool
H – Hand tool and Canvas Rotation tool (keep pressing H to cycle through options); you can also hold down Space to move and Shift-Space to rotate
Z – Zoom tool

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