CIRCULATION VJ software
KEYBOARD SHORTCUTS GUIDE
ENGINE, KBFOCUS, MIXER, POSTEFFECTS, SOURCES

KEYBOARD FOCUS

Most shortcuts are bound to particular source/posteffects unit or mixer, therefore to use the shortcuts the keyboard focus has to be set appropriately.

Left Key.. MIX1
RCTRL+Left Key.. MIX2
RCTRL+2*Right Key (fast) MIX3
Down Key SRC1
Up Key.. SRC2
Right Key SRC3
RCtrl+Right Key SRC4
RAlt+RCtrl+2*Right Key (fast).................. TOOL

GENERAL ENGINE CONTROL

These shortcuts words anytime no matter what keyboard focus is currently active.

Print Screen .... screenshot snap
LCTRL+Prnt Scrn .... video record start
LCTRL+LALT+PtSn .... preset save
END .... stop video record
ESC .... quit Circulation
Confirmation may be needed (Y/N) if not defined fastquit in config.

RCTRL+Prnt Scrn .... switch video fps
With this function you enable non-realtime mode as it's during the video record.

CapsLock ON .... trigger mode
if CapsLock is turned ON all keyboard events are disabled from processing until CapsLock is switched to OFF. In this mode you can access defined keyboard triggers.

BPM / MIDI SYNC

These shortcuts words anytime no matter what keyboard focus is currently active.

LWIN+T .... tap tempo
Effective only in internall (>>) mode.

LWIN+B .... BPM mode (internal/external)
You BPM is driven internally (>>) or by external midi device (<<).

LWIN+S... sync
Effective only in internall (>>) mode.

SELECT SOURCE PLUGIN

Select predefined plugin for the source on which the keyboard is focused.
Use setup to configure F1..F10 / CF1..CF10 shortcuts per source plugin.

F1-F10 ....choose plugin as configured
CTRL+F1-F10 ....choose plugin as configured
If keyboard is not focused on sources no selection will be performed.

GENERAL SOURCES CONTROL

Initialization of active source plugins.

LCTRL+Down key...........init plugin in the source 1
LCTRL+Up key ....init plugin in the source 2
LCTRL+Right key ....init plugin in the source 3
Copy one source to another including posteffects settings.

RCTRL+Up key...........copy of source 1 into source 2
RCTRL+Down key ....copy of source 2 into source 1

GUI NAVIGATION

These shortcuts words anytime no matter what keyboard focus is currently active.

ALT+F1-F4 ....selects Source1..4 in the 1st panel
CTRL+ALT-F1..F4 .... selects Source1..4 in the 2nd panel
Second Sources panel is active in WIDE GUI mode.

ALT+F5..F8 .... selects PFX unit 1..4
ALT+F9..F12 .... selects tab in active PFX unit
ALT-F9: Set1 , ALT-F10: Set2 , ALT-F11: Set3 , ALT-F12: Combos

SHIFT+F1..F9 .... selects active Screen View
Shift+F1: Output , Shift+F2: Quadra , Shift+F3: Mix1 , Shift+F4: Mix2 ,
Shift+F5: Source 1, Shift+F6: Source 2 , Shift+F7: Source 3 , Shift+F8: Source 4 , Shift+F9: Tool

SHIFT+F12 .... toggle Screen View fullscreen in GUI
Quickly inspect your Screen View in best possible resolution in select GUI video mode.

MIXER - GENERAL OPTIONS

Be sure to have keyboard focus selected to one of three mixers (MIX1, MIX2, MIX3). Doesn't matter in which one you are.

RCTRL+R.....................................reset master effects and mixers
RCTRL+A............................. reset all - kills all sources and reset mixers
RCTRL+G.....................................toggle black & white output
RCTRL+F.. GUI refresh
(if accidently erased by the system etc.)

RCTRL+B .... switching of monoscope to output
RCTRL+I ....infoview drawn to output
You can view log, timeline script and midi inputs this way plus other info (for non-GUI operation)

RCTRL+C...clear values for key-level effect
RCTRL+S .... preset save
RCTRL+RALT+S .... source state save
Saves state of source 1 (including posteffects) to selected directory. Useful for configuring launchpad.

RCTRL+Z ....Switching of blankout stripes in GUI
Useful to turn your 4:3 format to 16:9. In combination with output scanlines you can VJ in 4:3 format internally but output cropped signal in 16:9 video mode.

RCTRL+1..................................... Reinitialize fullscreen modes
RWIN+M................................... Reinitialize midi devices

MIXER CROSSFADERS - TRANSITION TYPES

To select a transition type for particular crossfader be sure you are in appropriate keyboard focus: MIX1 - crossfader 1, MIX2 - crossfader 2 or MIX3 - crossfader3.

1 ....Cross		**U** ....Vertical stripes
2 ....Strobo		**I** .... Add
3 .... Stripes		**O** .... Add saturated
4 ....Fat Stripes		**P** .... Difference
5,6 ....Shift 1,2		**A** .... Alfa
7 ....Map (luma cut)		**S** .... Flash
8 .... Luma key		**F** .... Offset
9 ....Luma shade		**G** .... Luma cut
Q...............One horizontal stripe		**H** ....Luma cut inverted
W .... One vertical stripe		**K** .... Color key
E .... Map (alfa)		**L**...................................Colorize
R ....Map (alfa rot)		You can turn on 8 stage sequencer and rotate over the last 8 transition types selected.
T....................................Move box		**0** .....Toggle transitions sequencer
Y .... Horizontal stripes		

POSTEFFECTS 1/3

RCTRL+
Controls posteffects unit for source selected with keyboard focus: SRC1, SRC2, SRC3, MST.
All posteffects shortcuts start with RightControl and the following key combinations:

I ....init (reset) PFX unit
E.g.: RCTRL+I will initialize PFX unit.

6,7,8........................ blur sizes
1,2,3,4,5 .... dither types
9 ....font type
O ....lens (on/off)

Q...reset pos X
W .... reset pos Y
E ....reset shift X
R ....reset shift X
T.................................threshold (on/off)
U .... mosaic816 type
O .... mosaic816 (on/off)
P .... mosaic (on/off)

A.....................................posterize (on/off)
S ....screenshot (on/off)
D...dither (on/off)
F..feedback (on/off)
F...font (on/off)
G ....gray scale (on/off)
H.......................horizontal flip (on/off)
J ....twirl (on/off)
K ....mirror hor smooth (on/off)
L............mirror ver smooth (on/off)

X ....zoom2x (on/off)
Z .... zoom (on/off)
C ....vectorize (on/off)
V ....vertical flip (on/off)
B ....blur (on/off)
N........................ mirror hor (on/off)
M........................ mirror ver (on/off)

MIXER - TIME DISTORT

Time Distort is 16 frames buffer effect where consecutive frames are blended according to select fadermap. Be sure to have keyboard focus selected to one of three mixers (MIX1, MIX2, MIX3). Doesn't matter in which one you are.

RCTRL+T ....AA - Antialias version
RCTRL+Y .... FS - Fast version
RCTRL+U...FM - Antialised with actual frame used for blending
ALT+1-9 ....Fadermap selection for effect
ALT+A-Z ....Fadermap selection for effect

POSTEFFECTS 2/3

RCTRL+SHIFT+
All posteffects shortcuts start with RightControl+Shift and the following key combinations:

1,2 .... video 3d type (down/up)
3 ....video 3d (on/off)
4 .... video 3d sphere (on/off)
5 .... video 3d sphere type
6,7,8................................blur types

Q.............................. luma blur (on/off)
W,E............. luma blur type (down/up)
R .... pixelate interpol (on/off)
T.................................. offset (on/off)
Y,U .... offset map (down/up)
O .... offset (on/off)
P .... mosaic types

S ....saturation (on/off)
D .... feedback fader type
F............................. feedback (on/off)
G ....gausian blur (on/off)
H..hue (on/off)
J ....difference
K .... difference light
L..................... difference shadow

X .. randomize flips and smooth mirros
V .... emboss blur (on/off)
B .... emboss
N..................................... emboss light
M.................................. emboss shadow

POSTEFFECTS 3/3

RCTRL+RALT+
All posteffects shortcuts start with RightControl+RAlt and the following key combinations:

0 .... anaglyph (on/off)
3 ....plane 3D (on/off)
8 .... kaleidoscope (on/off)
9 .... kaleidoscope type

Q......................................stretch (on/off)
W ....stretch type
R .... rotate 90 degrees (on/off)
T................ rotate 90 degrees type
Y .... rotate 90 degrees scale (on/off)
U ....module (on/off)
O ....outline (on/off)
P ....outline type

A ....gamma (on/off)
S ...snap image to fadermap in mixer 1
F............... gapper crossfade (on/off)
G ....gapper (on/off)
H.................................. histodistort (on/off)
J,K...............luma pixel type (down/up)
L......................... luma pixel (on/off)

X .... tile (on/off)
C .... copper (on/off)
V .... copper type
B ....copper shade (on/off)
N...merge fader
M.......................................merge (on/off)

MIXER CROSSFADERS - FADERMAPS

To select a crossfade image (fadermap) for particular crossfader (mixer) be sure you have the correct mixer selected in your keyboard focus. These shotcuts work when configured in fadermaps config.

Shift+1-9.. Fadermap selection
Shift+A-Z.. Fadermap selection

MIXER - BLUR TYPES

Be sure to have keyboard focus selected to one of three mixers (MIX1, MIX2, MIX3). Doesn't matter in which one you are.

Z ....Motion blur
X ....Luma satur blur
C .... Luma blur
V ....Horizontal blur
B ....Vertical blur
N...Gaussian blur
You can turn on 8 stage sequencer and rotate over the last 8 blur types selected.

M ....Toggle blur types sequencer

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SOURCES PLUGINS

circulation

ALFAPIC
Blend two images with rotation.

Q,W..first mage (down/up)
A,S.................................... second image (down,up)
Z,X...................................blend type (down,up)

AVIPLAY
Videos replay plugin.

A-Z.....................clip selection from the active bank
Space....................... change of playback direction
0-9.. video bank 0..9
LCtrl+0-9 .... video bank 10..19
LAlt+0-9 .... video bank 20..29
LCtrl+LAlt+0-9....................... video bank 30..39
LShift+0-9 .... video bank 40..49
LC+LAl+LSh+0-9....................... video bank 50..59
+,-......................video bank increment/decrement
LCtrl- +,-....video bank increment/decrement by 10

LCtrl+

Q.. rewind
W..fast forward
E ....replay video from the last position (on/off)
R .... randomize video position (absolute)
T.........................random oscillation effect (relative)
Randomize replay position arond the actual position.

Y .... loop start reset (first frame)
U .... loop end reset (last frame)
I .... loop start (in) to actual video frame
O................... loop end (out) to actual video frame
P .... ping-pong loop (on/off)

A........................... videos change crossfade (on/off)
Blend the last frame from previous video for smoother change.

S .... save video filename path
Actual video filename path is stored to avi_list.txt file in app's root.

D..................................deinterlace 50% slow motion
Use of interlace fields to allow smoother slow motion replay.
This function effectively doubles the FPS rate of the current video.

F...deinterlace fields
Standard deinterlace.

G..group videos replay (on/off)
Each clip can be marked with group label. By enabling group replay, next clips from the same group will be chained for replay.

L... loop (on/off)

X.................... modulate replay position with mouse
Mouse X position is used to alter actual video replay position.
Middle position on X axis is the centre with no effect. Value over the middle shifts video forward, value below the middle rewinds video back. Use mouse generator to automate modulation and sync to BPM.

LCtrl+LAlt+LShft+T .... icon update for active video
Current frame is used to update video icon.

BANNER
Messages display plugin.

1-9...selects first banner
A-Z...selects first banner
LAlt+1-9 .... selects second banner
LAlt+A-Z .... selects second banner
S .... show banners
H..hide banners

BLACK
Outputs single colors (black by default :).

Q-T .... level of R channel
A-G .... level of G channel
Z-B .... level of B channel

CAPTURE
Video capture plugin.

1 ....normal display of captured image
* Works if capture resolution is 320x240.
2 .... smooth display of image *
3 .... raster image in 2x2 matrix *
4 .... raster image in 4x4 matrix *
R .... random frame from capture buffer (on/off)
B .... plays backwards capture buffer (on/off)
F........ plays forward through capture buffer (on/off)
C........ closes capture buffer from live input (on/off)
V.................................... vertical image flip (on/off)
W....... displays capture in 16:9 aspect ratio (on/off)
** Reasonable for 4:3 engine resolutions.
Q..... 16:9 capture without letter boxing (on/off) **

LCtrl+
1-9.......delay between recorded and output frames
Output frames are delayed by: 1, 2, 3, 4, 6, 8, 12, 16 or 32 frames.
0...... no delay between recorded and output frame

GENETRON
Reinterpret images to blocky graphics.

Q,W......................... change first image (down/up)
A,S......................change second image (down/up)
Z,X....................... change both images (down/up)
1 .... display type 1
2 .... display type 2
3 .... display type 3

LUMATRON
Reinterpret images with luma cut-outs.

Q,W......................... change first image (down/up)
A,S......................change second image (down/up)
Z,X....................... change both images (down/up)

MK-3D
3D models view plugin.

Q,W.................... object 1: selects object(down/up)
E,R....................object 1: selects texture (down/up)
T.........................object 1: texture mapping (on/off)
Y .... object 1: flat shading (on/off)
U .... object 1: wire frame shading (on/off)
P .... reshow object 1 gradually

A,S.................... object 2: selects object(down/up)
D,F....................object 2: selects texture (down/up)
G.........................object 2: texture mapping (on/off)
H .... object 2: flat shading (on/off)
J .... object 2: wire frame shading (on/off)
L...................................... reshow object 2 gradually
M ....wire frame merge between objects (on/off)

MK-SCHEME
Various Image stretchings plugin.

Q,W.....................................selects image (down/up)
Z,X............................ selects stretch type (down/up)

MTA-DISTORT
Image warping plugin.

Q,W.....................................selects image (down/up)

NOISE
Image flickering plugin.

1-0.........................selects first 10 images for output
Q,W..............selects image from the list (down,up)
P .... randomize image select (on/off)
O.............sequence last 8 selected images (on/off)
A,S.......................... position addition (down/up)
D...default addition
F...randomize addition
B,N......................adjust scanline width (down/up)
M...................................default scanline width
Z,X........................ horizontal addition (down/up)
C .... default horizontal addition
V......................randomize horizontal addition
K,L........................... blur level (less/more)
J ....blur middle level
H ....blur randomize (on/off)
G .... blur overdrive (on/off)

PICBLOCK
Image blocks mosaic plugin.

Q,W.....................................selects image (down/up)

PICBLUR
Pictures show plugin.

0-9................................. picture bank selection 0-9
LCtrl+0-9 .... picture bank selection 10-19
LAlt+0-9 .... picture bank selection 20-29
Q,W...............listing inside the actual picture bank
LCtrl+A-Z .... picture selection in the actual bank

A,S......................... randomize local picture position
* For higher resolutions as engine rendering resolution.
D,F.............circulate movement by selected radius *
G,H............................ image drift by X,Y axis *
Best used when two mixed sources have the same picture selected.
T................. resets all picture movement parameters
R......................randomize absolut picture position
I..invert picture
E...fire effect
Effective on high blur settings.
Z,X..blur level
Useful for movement effects and smooth pictures changes.
C .... blur overdrive (on/off)
V .... color cut randomizer (on/off)
B .... color cut modes
N,M .... color cut level (more,less)
J,K,L .... R,G,B channels erase

PICLINER
Reinterpret image through line segments.

Q,W.....................................selects image (down/up)

PICMAZE
Reinterpret images through maze like line segments movement.

Q,W......................... change first image (down/up)
A,S......................... change second image (down/up)
Z,X........................ change both images (down/up)

PICMAZE
Reinterpret images through maze like line segments movement.

Q,W.........................change first image (down/up)
A,S..................... change second image (down/up)
Z,X........................change both images (down/up)

PICPLASMA
Variable pixel width image semi-plasma.

Q,W.....................................selects image (down/up)

PICSLICER
Display image via slices.

Q,W.....................................selects image (down/up)

PICWAVE
Blend two images via oscilating wave.

Q,W................. change first image (down/up)
A,S............... change second image (down/up)
Z,X........... change both images (down/up)

RENDER
Feed output image back as source plugin with 8 frames buffering.

M ... render point-Mixer output (no corrections)
O............................... render poin-final Output
1-8. adjust render feed back frames delay (0-7)

ROTOZOOM
Blend two images with rotozoomer.

Q,W.....................................first mage (down/up)
A,S....................................second image (down/up)
Z,X................................ blend type (down/up)

SHIFTER
Segmentation/feedback plugin. Used with conjuction of mixing other sources. Use in SRC1 only!

Q,W............................horizontal shift (left/right)
A,Z.............................vertical shift (up/down)
E,R...................fine horizontal shift (left/right)
D,C.......................fine vertical shift (up/down)
O .... reset horizontal shift to 0
P ....reset vertical shift to 0
I .... erasure of actual picture
3-9............ picture erasure by 3-9 frames
0 ...... termination of picture erasure by frames

LCtrl+
Z .... image spill effect (on/off)
K .... holding of image spill (on/off)
X ....horizontal image stretching (on/off)
C .... fire effect (on/off)
1-9........ image saturation to white by level 1-9
0 .... no image saturation)

SLIDER
Slide show pluging.

1-9....... enables selected slide show for output
A-Z....... enables selected slide show for output
Space .... pause slide show (on/off)
LCtrl+V .... vertical scroll (on/off)
When slider show image is vertically larger than resolution, vertical scrolling can be applied.

LCtrl+C............................crossfade transition
LCtrl+S.............. saturated addition transition
LCtrl+L ....luma key transition