

## Composition: Electronic Media II

MUS:4251

Spring 2015

### Max 6: Shortcut Keys

Shortcut keys should be used to save time. This list does not contain all of the shortcut keys, but it includes the ones you will use most frequently.

1. Operational:
  - a. n – new object
  - b. b – bang, button object
  - c. i – integer, number object
  - d. f – float, flonum object
  - e. m – message
  - f. t – toggle object
  - g. command click toggles lock/unlock patcher
2. Housekeeping:
  - a. command y – align selected objects
  - b. shift command y – align selected patch cords
3. File/Edit:
  - a. command s – save
  - b. command n – new patcher
  - c. command o – open dialogue
  - d. command x, c, v; cut, copy, paste
  - e. command z – undo
  - f. command a – select all
4. Windows:
  - a. double click or p – Object explorer
  - b. command m – Max window
  - c. command i – Inspector window (only if an object is selected)
  - d. shift command h – Help window (only if an object is selected)
5. One timesaving maneuver may help when you need to connect one object to several other objects. Hold shift and a new patch cord will be generated from the first object's outlet after connecting it to the second object's inlet. Keep holding down shift for as long as you need additional patch cords.