



Graphics Presenter

Owner's Manual

Graphics Presenter is an app for outputting content from your computer to a switcher.

- * This is a Windows-only app.
- * This app supports Roland switchers, for information on supported products, visit the Roland website.

https://roland.cm/graphics_presenter

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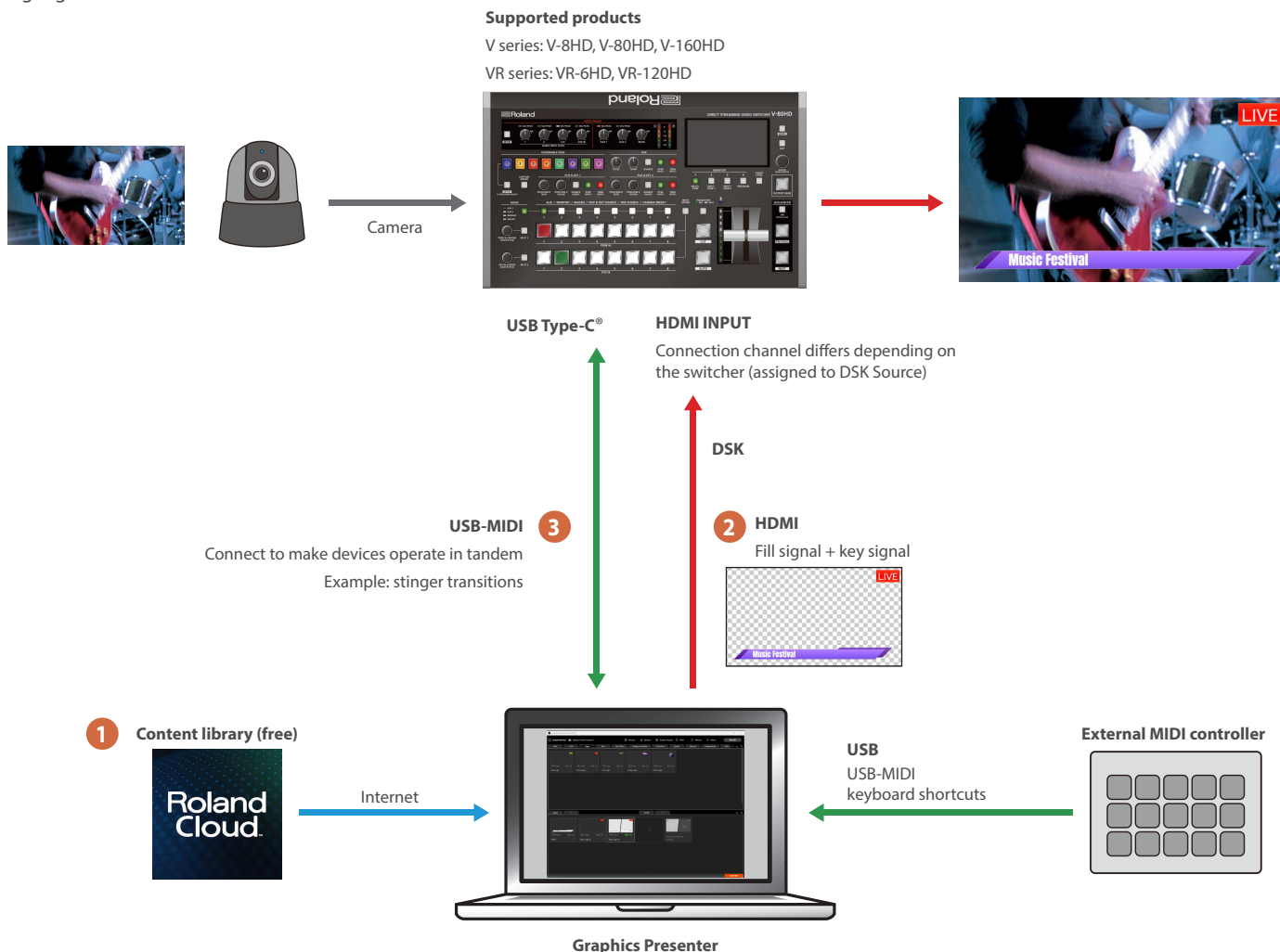
What is Graphics Presenter?

Graphics Presenter is an app for outputting content (including titles, images and videos) from your computer to a switcher.

You can edit these contents directly during playback, and the app can respond to real-time changes such as updating scores in sporting events or the like. You can also arrange your own images and videos onscreen, add animations, and output the results with a single click.

You can use the front and background layer to each show different contents as you choose, and then overlap these layers. What's more, you can register the overlapping states as "composite content", making them play back together at the same time.

A playlist mode is available for switching sequentially between content, at the timing you set beforehand. This mode can also be used for digital signage.



- 1** You can download content from the content library in Roland Cloud and add it to Graphics Presenter as "preset content".
- 2** Only one HDMI™ cable is needed for sending fill and key signals. This lets you achieve high-quality key compositing (DSK) with your computer and a Roland switcher.
- 3** Supports USB-MIDI. You can use MIDI to control content switching, switch between channels on your switcher, control stinger transitions and more.

NOTE

Because the connection between the computer and the switcher is asynchronous, frames may be skipped or repeated. Also, the rendered frame rate varies depending on the performance load of your computer.

Supported products

- V-80HD
- V-160HD
- V-8HD
- VR-120HD
- VR-6HD

* More products will be supported sequentially through system program updates. For more details on the supported products, visit the Roland website.

https://roland.cm/graphics_presenter

Computer system requirements

The computer system requirements vary, depending on the content and resources you use. The information below is for reference.

Item	Requirements
CPU	Intel® Core™ i7 processor (11th generation or later)
GPU	Intel® Iris® Xe Graphics
OS	Windows 10 Pro/Home, Windows 11 Pro, Home
RAM	8 GB or more
Storage	SSD * The Graphics Presenter app uses approximately 200 MB. Future versions of this app will require more data, as contents are added.
Display	1920 x 1080 pixels 15-inch display or greater recommended
Ports/connectors for external devices	USB Type-C® (USB HOST): required to operate supported Roland devices via MIDI HDMI output: 1920 x 1080 pixels, 60p
Network	Internet connection required to download content from Roland Cloud

Setting up Graphics Presenter

MEMO

For information on support for models other than the V-80HD, visit the Roland website.

https://roland.cm/graphics_presenter

1. Install Graphics Presenter.

Run the downloaded Graphics Presenter “Roland_Graphics_Presenter_Installer.exe” to install it.

2. Turn on “Roland Fill+Key” on the V-80HD.

2-1. Press the [MENU] button to select “Roland Fill+Key”, and press the [VALUE] knob.

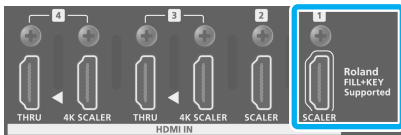
2-2. Set Mode to “ON”.

2-3. Press the [VALUE] knob to close the dialog box.
DSK Mode is automatically set to “Roland Fill+Key”.

3. Connect your computer to the V-80HD.

Connect your computer to the HDMI IN 1 connector on the V-80HD with an HDMI cable.

* The HDMI IN 1 connector on the V-80HD supports output from Graphics Presenter.

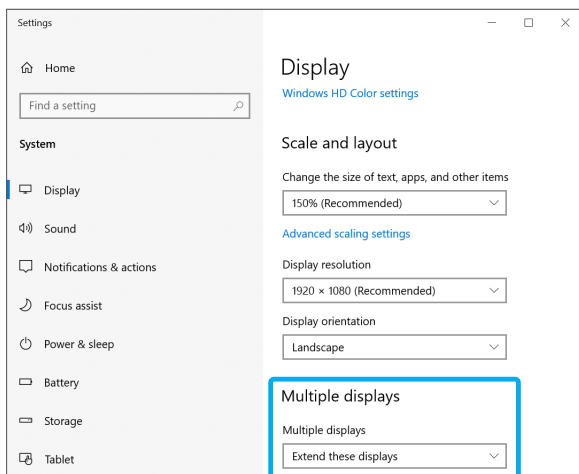


4. Configure the display on your computer.

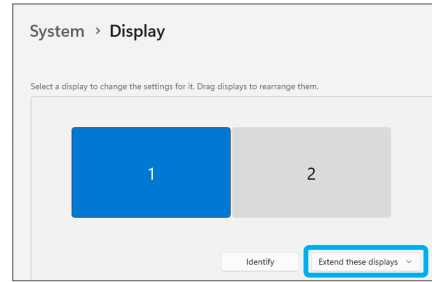
4-1. Open the display settings on your computer.

4-2. Select “Extend these displays” in the Multiple Displays settings.

Windows10

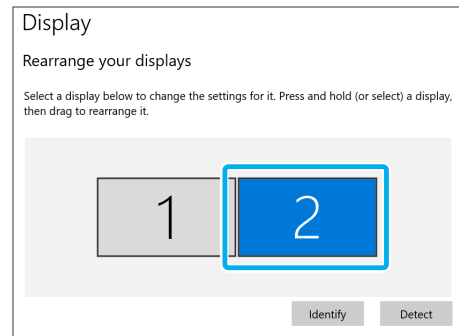


Windows11



* The display settings are saved on the computer. These settings are automatically applied from the next time onward.

4-3. Select a display (V-80HD) that supports HDMI output from your computer.



4-4. Set “Display resolution” to “1920 x 1080”.



5. Press the DSK [PGM] button on the V-80HD to turn DSK compositing on (the button lights up).



The contents outputted from the Graphics Presenter (Roland Fill+Key video) are composited and output as a program.

* In Graphics Presenter, click “ON AIR” to turn it on (the button lights up red), which lets you output content from Graphics Presenter to the V-80HD.

For details, refer to “Default settings” (p. 6).

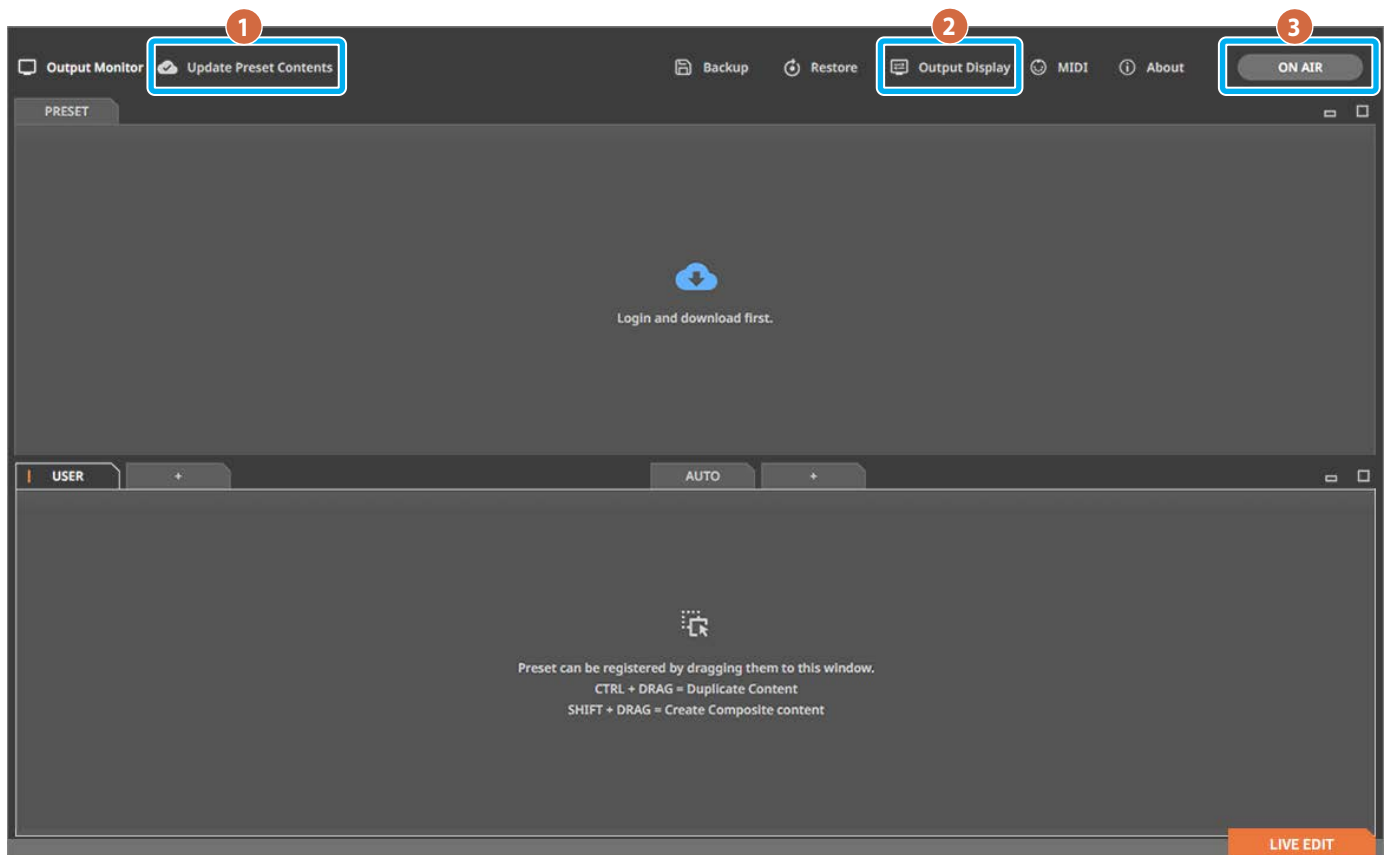
MEMO

Remote control from a computer and a V-80HD

Connect the USB port (USB A or USB Type-C®) of your computer to the USB STREAM port of the V-80HD with a USB cable.

Graphics Presenter recognizes the V-80HD as a MIDI device.

Default settings

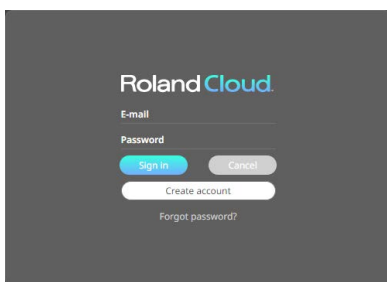


1 Updating the preset contents

To use the preset contents, you must download them from Roland Cloud the first time you launch this app.

1. Click “Update Preset Contents”.

The Roland Cloud sign-in dialog box appears.



2. Input your Roland account information and click “Sign in”.

Once you sign in, the preset content starts downloading.

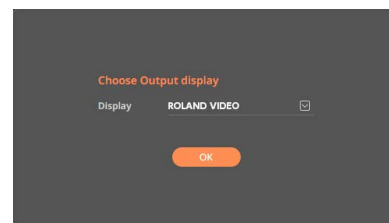
- * If you don't have a Roland account, click [Create account] to make a new one.

MEMO

If you only want to use GraphicsPresenter with your own content, there's no need to sign in.

2 Selecting the output destination

Click “Output Display” to choose an output destination. The switcher that's connected to the HDMI output of your computer is shown as ROLAND VIDEO.



MEMO

- The primary display is not shown in the options.
- You must set the Roland Fill+Key on the switcher beforehand. For details, refer to “Setting up Graphics Presenter” (p. 5).

3 Making content available for output

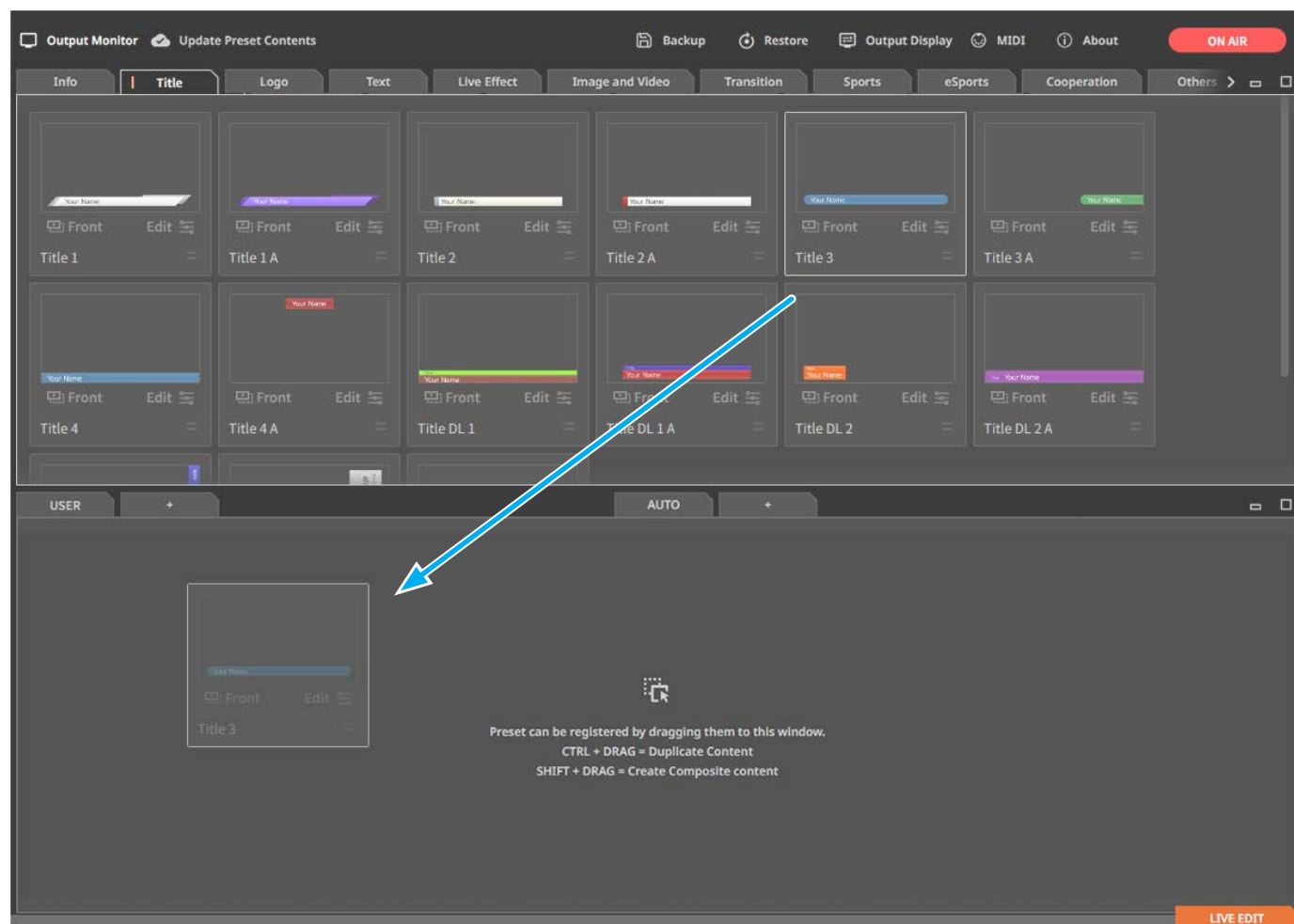
Click “ON AIR” to turn it on (the button lights up red).

The app is now ready to output content to the switcher via HDMI.

Registering content to a user project

Drag and drop contents to register them in a user project.

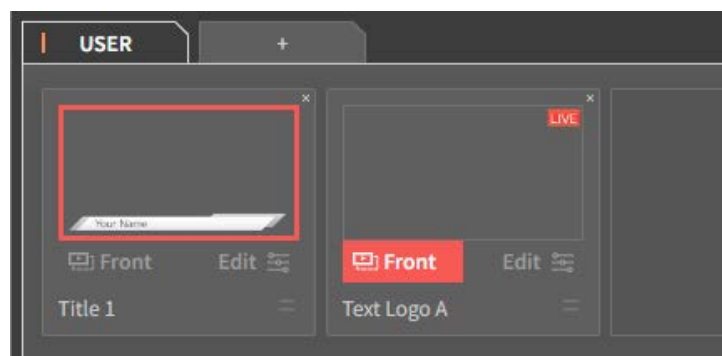
You can sort, edit and save the contents that are registered in the user projects.



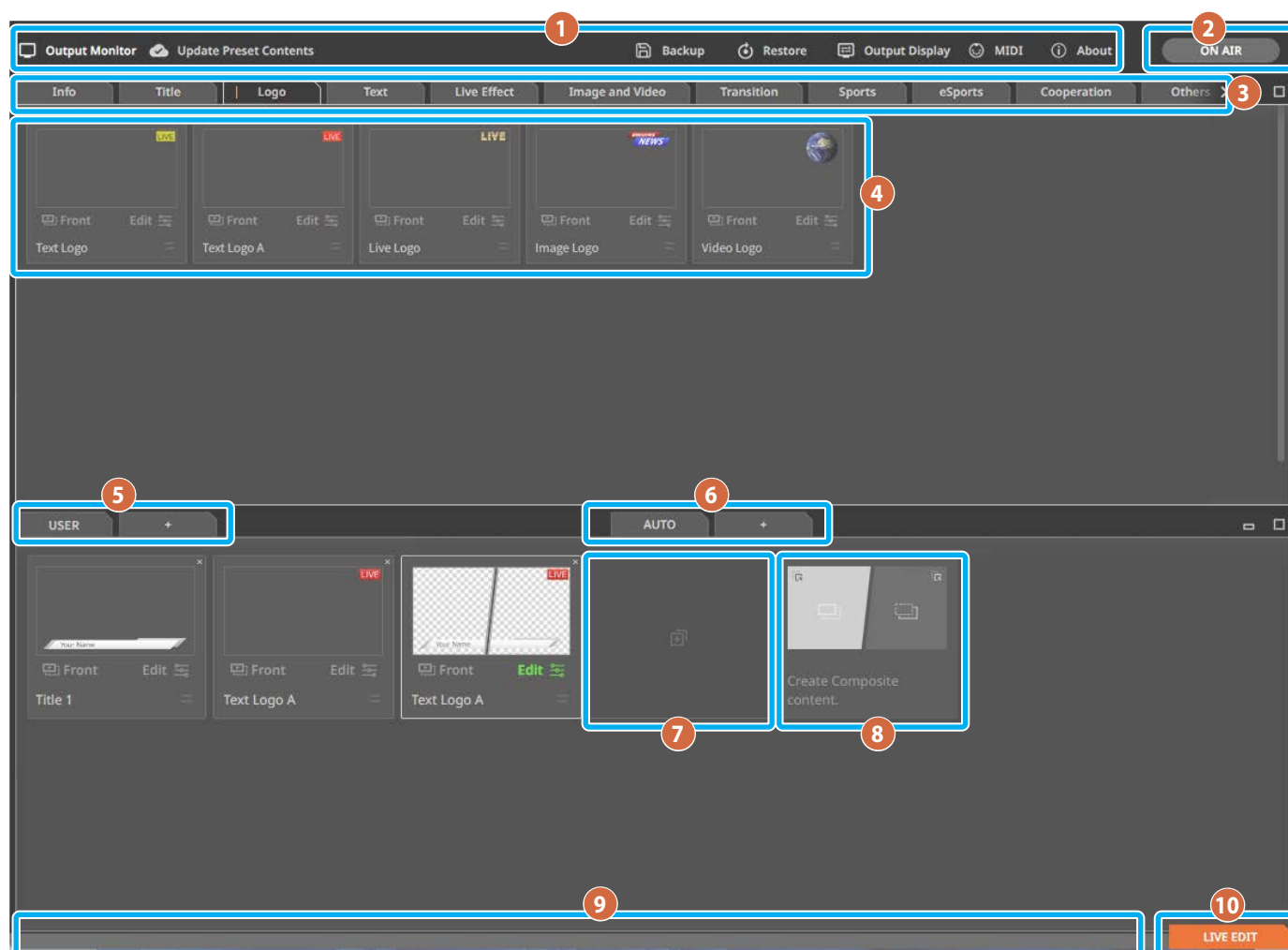
Playing contents

Click a content thumbnail to start playing its contents in the background layer.







Click "Front" to start playback on the front layer.

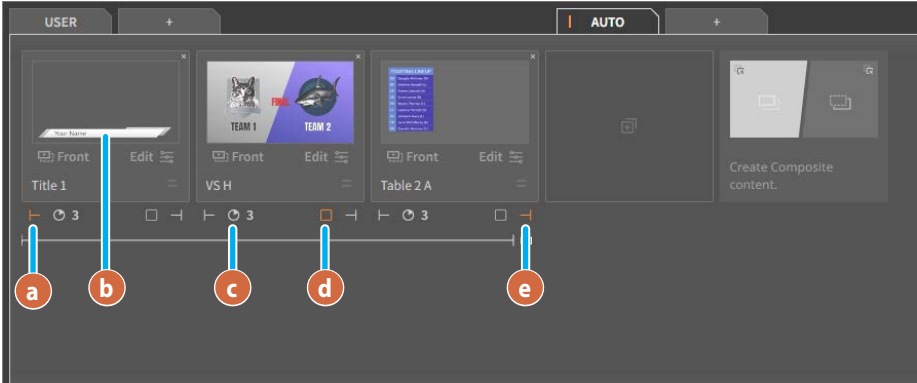


Main screen

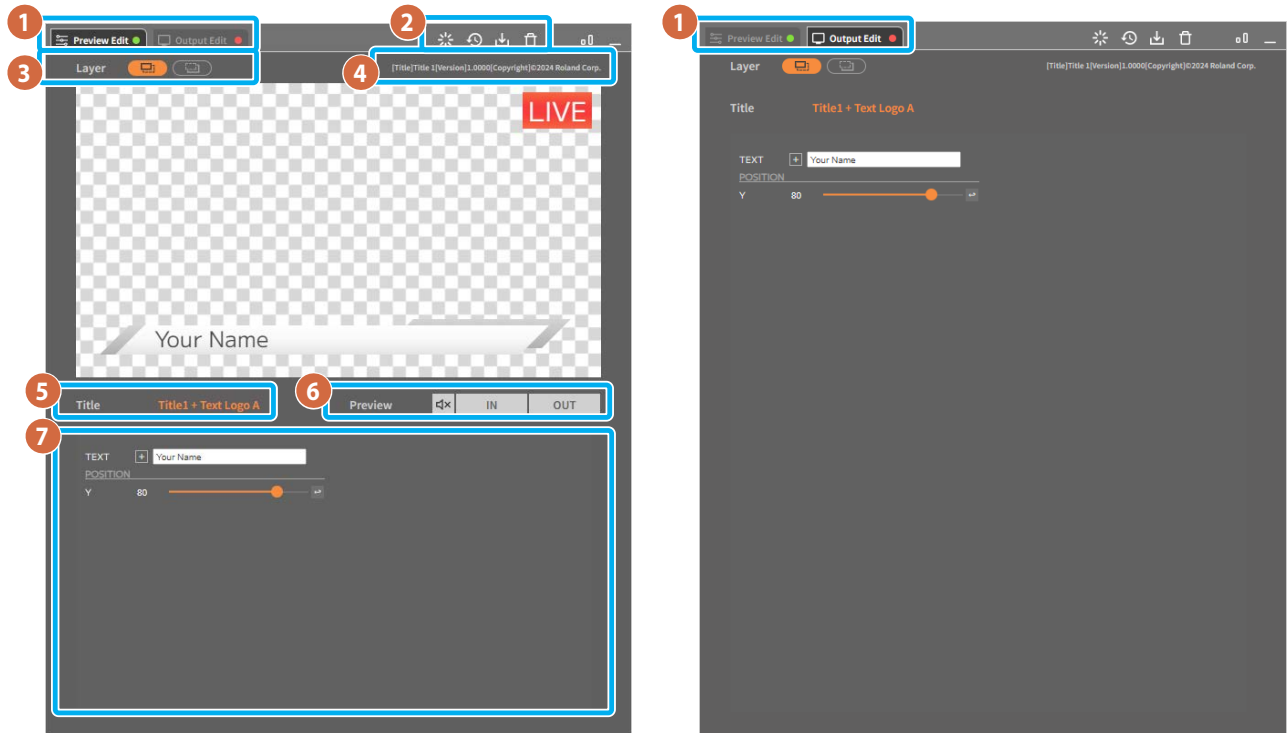








Name		Explanation	
1	Main menu	Output Monitor	Displays a window for verifying the content output.
		Update Preset Contents	Signs in to Roland Cloud for downloading the latest contents.
		Backup	Backs up the content. Choose whether to include all user projects and settings, or the content of the currently selected user project.
		Restore	Imports backup files and restores them to Graphics Presenter.
		Output Display	Selects the external monitor (HDMI connector of the computer connected to the V-80HD) used for final output.
		MIDI	Configures the MIDI settings. For details, refer to “MIDI settings screen” (p. 16).
		About	Shows the About screen. <div>MEMO</div> Press Ctrl + Alt on the About screen to restore Graphics Presenter to its default settings.
		2	ON AIR
3	Preset tab	Shows the content that’s downloaded from Roland Cloud as a list. The contents are categorized by tab.	

Name	Explanation												
<div data-bbox="134 958 161 987">4</div> <div data-bbox="188 965 261 987">Content</div>	<div data-bbox="576 237 1018 633"> </div> <div data-bbox="1034 237 1476 633"> </div> <table border="1"> <thead> <tr> <th data-bbox="568 685 628 714">Name</th><th data-bbox="871 685 983 714">Explanation</th></tr> </thead> <tbody> <tr> <td data-bbox="568 725 628 837"> <div data-bbox="576 757 603 786">a</div> <div data-bbox="635 763 687 786">Front</div> </td><td data-bbox="871 725 1487 837"> <p>When clicked, this lights up green (), and the front layer that's currently displayed front is in the process of finishing.</p> <p>Blinking red indicates that the layer is in the process of starting or finishing.</p> </td></tr> <tr> <td data-bbox="568 848 628 1346"> <div data-bbox="576 1070 603 1099">b</div> <div data-bbox="635 1077 735 1099">Thumbnail</div> </td><td data-bbox="871 848 1487 1346"> <p>Shows a thumbnail (preview image) of the content. Click the thumbnail to output its contents to the background layer.</p> <p>A green border around the thumbnail shows that the content being shown is in the process of finishing.</p> <div data-bbox="874 958 1026 1093"> </div> <p>When the border blinks red, the content is in the process of starting or finishing.</p> <p>When the content is output, the border is shown in red.</p> <div data-bbox="874 1196 1026 1330"> </div> </td></tr> <tr> <td data-bbox="568 1357 628 1491"> <div data-bbox="576 1397 603 1426">c</div> <div data-bbox="635 1404 671 1426">Edit</div> </td><td data-bbox="871 1357 1487 1491"> <p>Edits the content.</p> <p>This lights up green when clicked (), and the "LIVE EDIT settings screen" (p. 11) Preview Edit tab appears.</p> <p>When the content has been edited, "●" appears to the left of the Edit button.</p> </td></tr> <tr> <td data-bbox="568 1503 628 1543"> <div data-bbox="576 1503 603 1532">d</div> <div data-bbox="635 1509 671 1532">Title</div> </td><td data-bbox="871 1503 1487 1543"> <p>Shows the title of the content.</p> </td></tr> <tr> <td data-bbox="568 1554 628 1592"> <div data-bbox="576 1554 603 1583">e</div> <div data-bbox="635 1561 651 1583">x</div> </td><td data-bbox="871 1554 1487 1592"> <p>Deletes the content.</p> </td></tr> </tbody> </table>	Name	Explanation	<div data-bbox="576 757 603 786">a</div> <div data-bbox="635 763 687 786">Front</div>	<p>When clicked, this lights up green (), and the front layer that's currently displayed front is in the process of finishing.</p> <p>Blinking red indicates that the layer is in the process of starting or finishing.</p>	<div data-bbox="576 1070 603 1099">b</div> <div data-bbox="635 1077 735 1099">Thumbnail</div>	<p>Shows a thumbnail (preview image) of the content. Click the thumbnail to output its contents to the background layer.</p> <p>A green border around the thumbnail shows that the content being shown is in the process of finishing.</p> <div data-bbox="874 958 1026 1093"> </div> <p>When the border blinks red, the content is in the process of starting or finishing.</p> <p>When the content is output, the border is shown in red.</p> <div data-bbox="874 1196 1026 1330"> </div>	<div data-bbox="576 1397 603 1426">c</div> <div data-bbox="635 1404 671 1426">Edit</div>	<p>Edits the content.</p> <p>This lights up green when clicked (), and the "LIVE EDIT settings screen" (p. 11) Preview Edit tab appears.</p> <p>When the content has been edited, "●" appears to the left of the Edit button.</p>	<div data-bbox="576 1503 603 1532">d</div> <div data-bbox="635 1509 671 1532">Title</div>	<p>Shows the title of the content.</p>	<div data-bbox="576 1554 603 1583">e</div> <div data-bbox="635 1561 651 1583">x</div>	<p>Deletes the content.</p>
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<div data-bbox="134 1787 161 1816">5</div> <div data-bbox="188 1794 269 1816">USER tab</div>	<div data-bbox="568 1630 647 1659">MEMO</div> <p>You can drag content to register it to another region (such as the user contents), reorder it, copy it to another tab, move it and so on.</p> <p>Shows the user content as a list. Drag and drop the contents of the preset tab to register the contents.</p> <ul style="list-style-type: none"> • Press the "+" tab to add a new tab. You can rename a newly created tab by double-clicking on the tab. • You can drag and drop content onto a tab to move it. • Drag and drop the content to the tab while holding down [Ctrl] to copy. • Each tab is backed up as a single project. 												

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<div>6</div> <div>AUTO tab</div>	<div><p>You can create a playlist here. The user contents that you registered to a playlist are shown as a list.</p><ul style="list-style-type: none">• Press the “+” tab to add a new tab. You can rename a newly created tab by double-clicking on the tab.• You can drag and drop content onto a tab to move it.• Drag and drop the content to the tab while holding down [Ctrl] to copy.• Each tab is backed up as a single project.</div> <div></div> <div><table><tr><th>Name</th><th>Explanation</th></tr><tr><td><div>a</div><div>Loop start</div></td><td><p>Sets the first content to be played in the playlist.</p><p>When the Loop End content finishes playing, playback returns to this content and continues.</p></td></tr><tr><td><div>b</div><div>Playlist playback</div></td><td><p>Click a content thumbnail to start the playlist playback.</p><p>Click a content thumbnail again during playback to stop the playlist playback.</p></td></tr><tr><td><div>c</div><div>Time display</div></td><td><p>Specifies how long the content is shown.</p></td></tr><tr><td><div>d</div><div>Stop</div></td><td><p>Sets the content for which automatic playback is to be finished.</p></td></tr><tr><td><div>e</div><div>Loop end</div></td><td><p>Sets the last content to be played in the playlist.</p><p>Plays back retroactively from the end of the loop to the content for which you set the most recent “loop start”.</p></td></tr></table></div>	Name	Explanation	<div>a</div> <div>Loop start</div>	<p>Sets the first content to be played in the playlist.</p> <p>When the Loop End content finishes playing, playback returns to this content and continues.</p>	<div>b</div> <div>Playlist playback</div>	<p>Click a content thumbnail to start the playlist playback.</p> <p>Click a content thumbnail again during playback to stop the playlist playback.</p>	<div>c</div> <div>Time display</div>	<p>Specifies how long the content is shown.</p>	<div>d</div> <div>Stop</div>	<p>Sets the content for which automatic playback is to be finished.</p>	<div>e</div> <div>Loop end</div>	<p>Sets the last content to be played in the playlist.</p> <p>Plays back retroactively from the end of the loop to the content for which you set the most recent “loop start”.</p>
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<div>7</div> <div>Content replication area</div>	<p>You can drag and drop content to copy it to the drop destination, or copy it or move it into another project.</p>												
<div>8</div> <div>Create composite content</div>	<p>Drag and drop the contents to create composite content.</p> <p>Drag and drop into the left region to set the content as the front content, and drag and drop into the right region to set the content as the background content.</p> <div><div>MEMO</div><p>A thumbnail of the background content is shown when you’re creating composite content.</p><p>When you save in LIVE EDIT, a composite thumbnail of the front content and background content is shown.</p></div>												
<div>9</div> <div>Status display</div>	<p>Shows the ON AIR and content download status.</p>												
<div>10</div> <div>LIVE EDIT</div>	<p>Refer to “LIVE EDIT settings screen” (p. 11).</p>												

LIVE EDIT settings screen



Name	Explanation
1 Select content to edit	Preview Edit: Click "Edit" to edit the selected content while previewing it. Output Edit: Edits the content currently being output.
2 Edit menu	 (initialize) Initializes the content.
	 (reload) Restores the content to its last saved state.
	Saves the content. The preset content is saved in the current user project. Thumbnails are automatically updated when you save in Preview Edit. If you have not saved the edited content, "  " is shown.
	MEMO For user content, click while holding down [Ctrl] to create and save a copy. When doing this, you can click "Reload" to return the content to how it was before you edited it.
3 Layer select	 (delete) Deletes the content. * Preset contents cannot be deleted.
	Front  Background  Use this to select the layer to edit.
4 Content information	Shows the information about the content being edited.
5 Title	Inputs the title of the content.
6 Preview	Audio If your content contains audio, you can turn the audio output on or off.
	MEMO <ul style="list-style-type: none"> The same audio output destination is used for all content, due to OS-related restrictions. The audio of the edited content being previewed and the audio of the content being output are both output from the same device. Some content may not be supported.
	IN/OUT Previews the content as it starts and ends.
7 Content settings	Shows the respective content settings. The settings vary depending on the content.

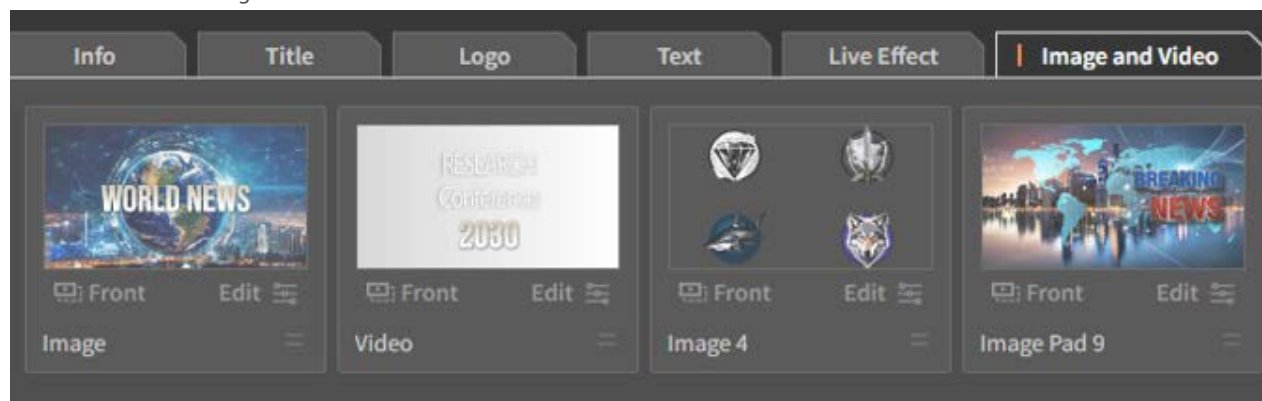
Editing and playing back the preset contents

You can edit the preset contents that are close to the final image you have in mind when creating your original content. The following example assumes that you're using simple still images. Connect the computer and the switcher beforehand. For details on how to connect, refer to the "Setting up Graphics Presenter" (Roland website) for the respective switcher.

Registering preset content to a user project

1. Click the preset tab "Image and Video".

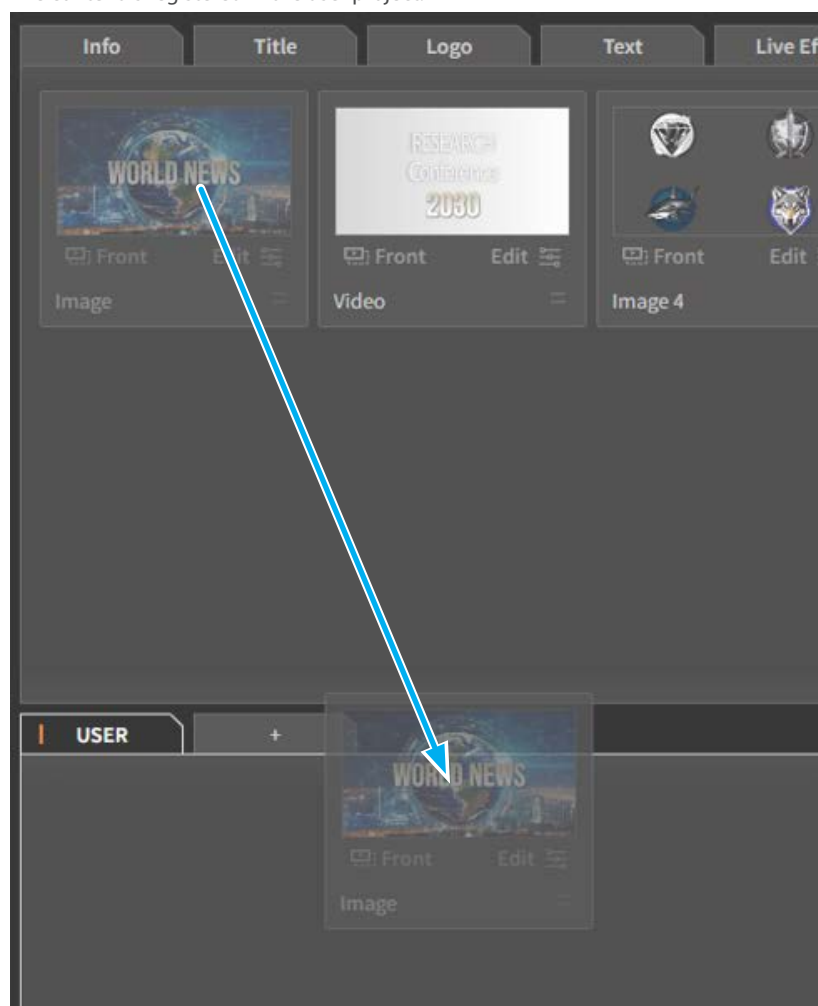
Content such as still images and videos is shown in the content window.



When you have downloaded preset content from Roland Cloud, the preset tabs appear. If the preset tabs do not appear, refresh the preset contents (p. 6).

2. Drag and drop the preset content you wish to edit into the USER tab.

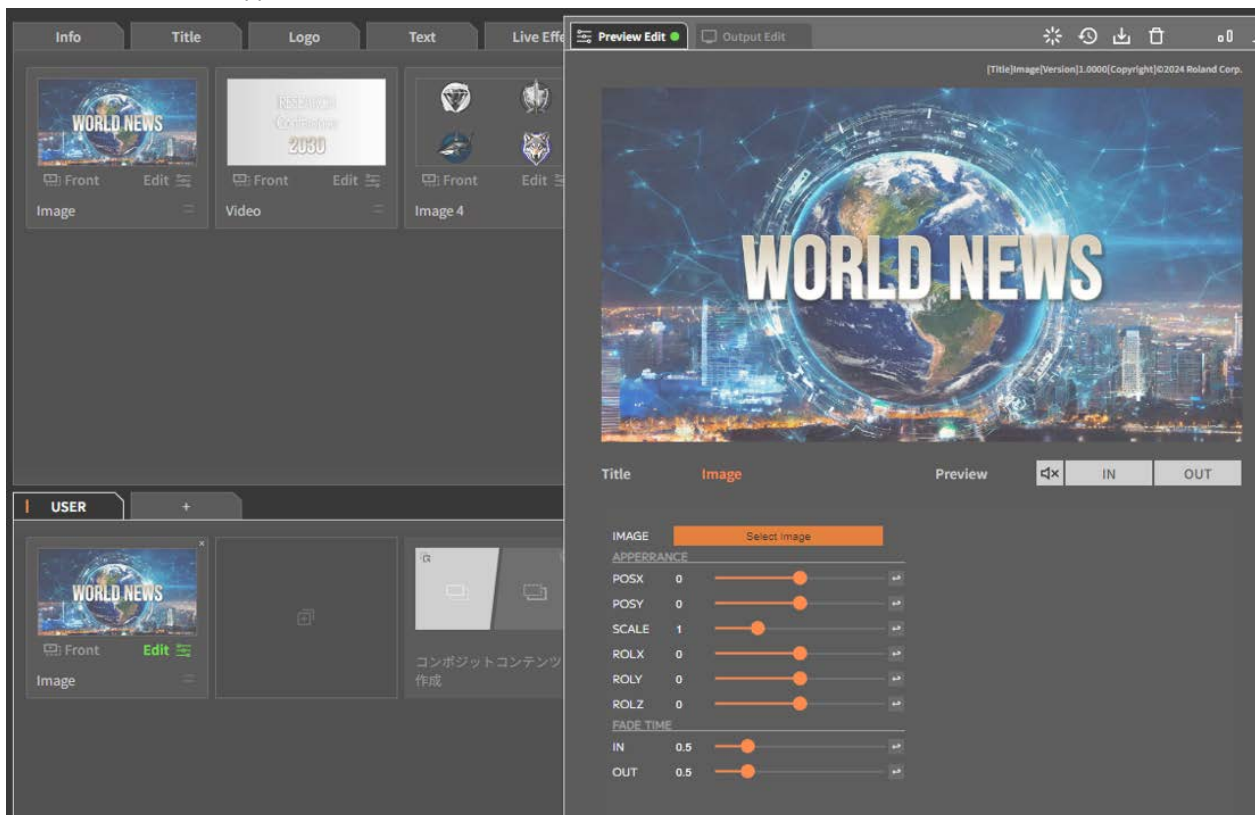
The content is registered in the user project.



Editing preset content

1. In the USER tab, click the [Edit] button for the content that you want to edit.

The Preview Edit screen appears.



2. Click "Select Image".

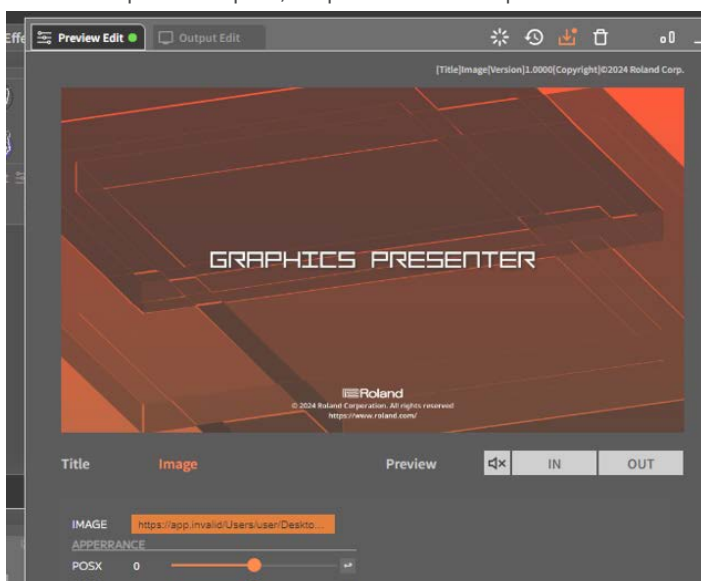
A list of files appears.

3. Select the still image you want to display.

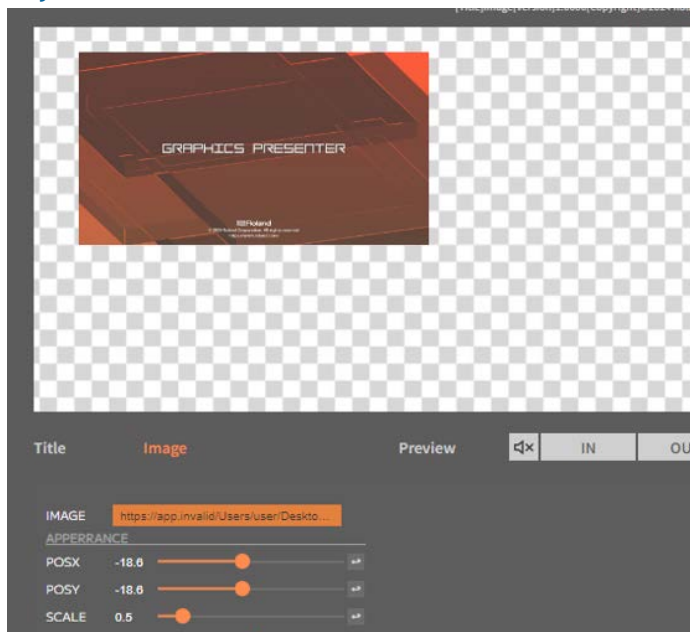
The still image is imported.

- * You can load still images in either .jpg, .png or .bmp format.
- * Only image files saved on the C drive can be imported.

When the import is complete, the preview screen is updated.

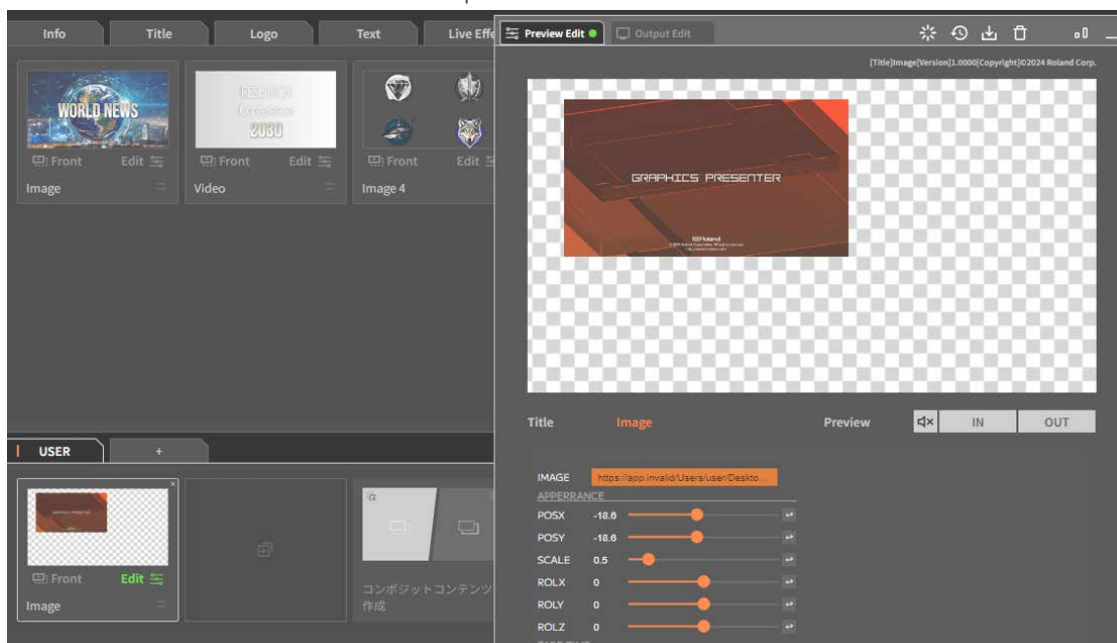


4. Adjust the POSX, POSY and SCALE values in the content settings to change the display position or size.



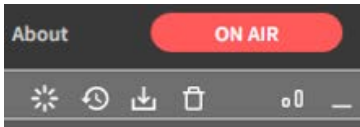
5. Click the button to save the content.

The content is saved and the thumbnail will be updated.



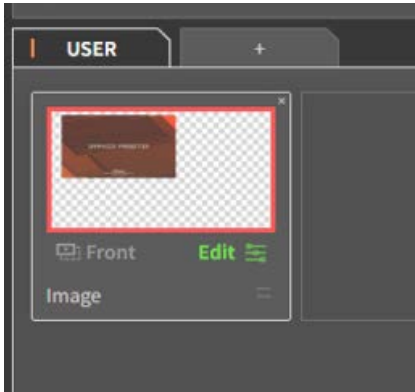
Playing back the edited content

1. Make sure that the “ON AIR” button is lit.

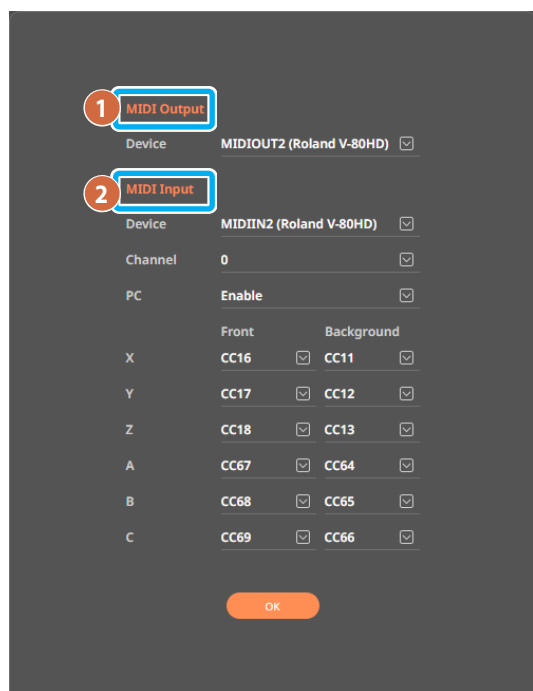


2. Click the thumbnail of the edited content.

A red border is shown around the thumbnail and the content starts playing back.



MIDI settings screen



Name		Explanation	
1	MIDI Output	Device	Shows a list of MIDI output devices connected to your computer. This is used by contents that support MIDI output.
		Device	Shows a list of MIDI input devices connected to your computer. When this is set to "Any Devices", all MIDI input from devices connected to the computer is received.
2	MIDI Input	Channel	0–15: Specifies the channel used by the MIDI input device.
		PC	Disable/Enable: Graphics Presenter can receive MIDI PC (program change messages) for selecting contents and switching between the output (ON AIR) status. <ul style="list-style-type: none"> PC0: Selects the next content in the current project/playlist. PC1–PC124: Selects the background content of the current project/playlist. PC125: Hides the front content that is currently being output. PC126: Hides the background content that is currently being output. PC127: Toggles the ON AIR status.
		X/Y/Z/A/B/C	You can use MIDI CC (control change messages) to control the content currently being output. Each content has six control inputs (X/Y/Z/A/B/C). Use Graphics Presenter to assign MIDI CC to the respective X, Y, Z, A, B and C inputs. When a MIDI CC is received, it is converted to X/Y/Z/A/B/C according to the settings and output to the content. The content works if it has a function that corresponds to X/Y/Z/A/B/C. The content and availability of the corresponding features depend on the content.

Troubleshooting

Problem	Cause	Action
Graphics Presenter does not launch properly	WebView2 runtime may be missing or outdated.	<p>Install WebView2 runtime. If WebView2 is already installed, uninstall and reinstall it or repair it by selecting "Microsoft Edge WebView2 Runtime" in Windows Settings, Apps & Features.</p> <p>You can download WebView2 runtime from the following website.</p> <p>Japanese https://developer.microsoft.com/ja-jp/microsoft-edge/webview2/?form=MA13LH</p> <p>English https://developer.microsoft.com/en-us/microsoft-edge/webview2/?form=MA13LH</p>
	MSVCP140.dll, VCRUNTIME140.dll, and VCRUNTIME140_1.dll are missing.	<p>Download and install the Microsoft Visual C++ Redistributable Package "vcredist_x64.exe" from the following website.</p> <p>Japanese https://learn.microsoft.com/ja-JP/cpp/windows/latest-supported-vc-redist?view=msvc-170</p> <p>English https://learn.microsoft.com/en-us/cpp/windows/latest-supported-vc-redist?view=msvc-170</p>
The correct color is not displayed	You may need to set "Roland Fill+Key" on the switcher.	Enable "Roland Fill+Key" on the switcher, and input the HDMI output from the computer to the Graphics Presenter compatible HDMI input connector on the switcher.
Display flickers when switching between contents	This is because the background image selected on the switcher is visible due to the transparency in the content image when you switch between contents.	You can add a black screen used for switching by either making the background black on the switcher, or by setting the background layer to black and the using the front layer to switch between content.
Animation is coarse or frames are dropped	<p>Because the connection between the computer and the switcher is asynchronous, frames may be skipped or repeated.</p> <p>Also, the rendered frames vary depending on the performance load of your computer.</p>	You can improve this issue by using a more powerful computer, stopping background processes such as virus scanning, and reducing the size of images/videos you use for content.
Output colors are incorrect when you select Graphics Presenter on the taskbar	This may be because the "Enable Peek" function is enabled on your computer.	<p>This can be improved by turning off the "Enable Peek" function.</p> <ol style="list-style-type: none"> 1. Press the [Windows] + [R] keys to display the "Run" dialog box. 2. Type "SystemPropertiesPerformance.exe" in the "Open" input box and click "OK". The performance options are shown. 3. In the Visual Effects tab, deselect the "Enable Peek" setting, and click "OK".
Text on the screen is small and hard to read	This may be because "Scale and layout" in the Display settings is set to 100%.	<p>You can enlarge the text on the screen by setting the "Scale and Layout" setting in the display settings to 125% or higher.</p> <ol style="list-style-type: none"> 1. Right-click the Windows desktop and click "Display settings" from the pop-up menu. This brings up the Display settings screen. 2. Select at least 125% from the "Scale and Layout" pulldown menu.
Content is not loading correctly from Roland Cloud	You may have changed the location of the Documents folder on your computer.	<p>The "Documents" folder must be saved to the C: drive with the default settings in Windows, due to the specifications of the OS of your computer and the application.</p> <p>Uninstall Graphics Presenter, return the Documents folder to the standard location, then reinstall Graphics Presenter and download the contents.</p>

Item	Explanation								
Files that can be used with content	<p>You can use your own files for each content, such as images, videos, and fonts.</p> <p>Files placed in the Resources folder of a user project are included in the project backup.</p> <p>C:\Users\“user name”\Documents\Graphics Presenter\User Projects\“tab name=project name”\Resources</p> <p>If you are using files that are not located in the Resources folder, the links to these files may be broken when you perform a restore.</p> <p>NOTE</p> <p>Restrictions on the types of video, images and audio that can be handled vary depending on the content. The formats for each file type are shown below. Some bit rates, resolutions, and other specifications are not supported.</p> <table> <tr> <td>Images</td><td>.jpg, .png (alpha channel supported), .gif (animation and alpha channel supported), .bmp, .tiff</td></tr> <tr> <td>Audio</td><td>.mp3, .wav</td></tr> <tr> <td>Video</td><td>.mp4 (H.264, AAC), .webm (VP9, OPUS; alpha channel supported)</td></tr> <tr> <td>Font</td><td>You can use .ttf files downloaded from Google Fonts. https://fonts.google.com/</td></tr> </table>	Images	.jpg, .png (alpha channel supported), .gif (animation and alpha channel supported), .bmp, .tiff	Audio	.mp3, .wav	Video	.mp4 (H.264, AAC), .webm (VP9, OPUS; alpha channel supported)	Font	You can use .ttf files downloaded from Google Fonts. https://fonts.google.com/
Images	.jpg, .png (alpha channel supported), .gif (animation and alpha channel supported), .bmp, .tiff								
Audio	.mp3, .wav								
Video	.mp4 (H.264, AAC), .webm (VP9, OPUS; alpha channel supported)								
Font	You can use .ttf files downloaded from Google Fonts. https://fonts.google.com/								
Local files	<p>Due to the specifications of the OS, files located on the same drive on which Graphics Presenter is installed can be read.</p> <p>For example, you can import files from a USB flash drive by copying them to the drive where Graphics Presenter is installed.</p>								
MIDI control from an external device	<p>Some contents can accept MIDI control via LIVE EDIT, and some contents can accept MIDI control via MAIN output.</p> <p>For contents that accept MIDI control via LIVE EDIT: MIDI control is accepted only while the content setting screen is shown in Output Edit of LIVE EDIT.</p> <p>For contents that accept MIDI control via main output: You can control the content in LIVE EDIT, regardless of the UI screen display.</p> <p>The content settings screen indicates the type of content.</p>								
Composite content	<p>You can manage the contents of the front and background layers together, and output them with a single click.</p> <p>You can also bring these contents into a playlist. The front layer remains visible until the next composite content is shown.</p>								
Creating thumbnails	<p>The thumbnails shown for each of the contents are captures of the preview screens, which are generated when you save the contents on the Preview Edit screen in LIVE EDIT.</p> <p>When creating composite content, the thumbnail is not updated for contents that are saved in Output Edit of LIVE EDIT.</p>								
Controlling the switcher	<p>You can control the switcher when using specific contents.</p> <p>You can switch the switcher input while a still image is displayed on the full screen (stinger transition).</p> <ol style="list-style-type: none"> 1. Connect your computer to the switcher with a USB cable. 2. In “MIDI” → “MIDI Output” on the Graphics Presenter, select the switcher that you want to operate. 3. On the LIVE EDIT screen of the contents, input the MIDI message in MIDI OUT that’s used to control the switcher, and save the setting. <p>See the “Remote Control Guide” (Roland website) of your switcher for details on the MIDI signals.</p>								

Item	Explanation
Keyboard shortcuts	<p>Select the background content (for items 1-9). (*1) Example: For the third content item, press [Alt] + [3].</p> <p>MEMO</p> <p>To select the tenth content item and onward, use the [Ctrl] + [0]–[9] key combination (this selects the value in the tens-place).</p>
	<p>[Alt] + [0]–[9]</p>
	<p>[Ctrl] + [0]–[9]</p> <p>Inputs the tens-place value of the content you wish to select. (*1) Use this in combination with the [Alt] + [0]–[9] (the ones-place) key combination. Example: To select the 13th content item, press [Ctrl] + [1] (the tens-place digit), and then [Alt] + [3] (the ones-place digit).</p>
	[Alt] + [Enter]
	Toggles ON AIR.
	[Alt] + [Space]
	Selects the next content item. (*1)
	[Alt] + [F]
	Hides the front content that is currently being output.
	[Alt] + [B]
	Hides the background content that is currently being output.
	Drag the content while holding down [Shift], and drop onto different content
	Creates a composite content. (*1)
	Drag and drop the content while holding down [Ctrl]
	Copies the content. (*1)
	Select the content while holding down [Ctrl]
	Selects multiple contents.
	Select the content while holding down [Shift]
	Selects a range of multiple contents.
	[Delete]
	Deletes the content. (*1)
	[Ctrl] + [C]
	Copies the content to the clipboard.
	[Ctrl] + [V]
	Pastes the content from the clipboard. (*1)
	Drag and drop the content to a different tab while holding down [Ctrl]
	Copies the content to another tab.
	Saving in the LIVE EDIT window while holding down [Ctrl]
	Saves a copy of the content within the user content.

*1: This applies to content in the current project/playlist.

MEMO

By using an expansion controller that lets you register keyboard combinations, you can perform shortcut operations with the push of a single button.