



Model No. CP300



User Manual

for Wave with
Apple Color

v2.3 Rev 1

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1. Revision History

Rev Number	Changes
Previous	These were all beta versions.
1.9 rev 1	The first proper release.
2.0 to 2.2	Internal beta versions not released.
2.3 rev 1	Updated to include new features added in 2.3 release of plug-in and mapper. These were: <ul style="list-style-type: none">• Secondaries HSL Key controls.• 10 x Jog Speed.• Mouse Emulator.• Adjusted the default sensitivities for some of the parameters in the mapper.• Added new controls to default map in the mapper.• Added more of the “most used” buttons to the default map in the mapper.

2. New in this release

2.1. Secondaries HSL Keyer Control

We have now added in controls for the HSL keyer in the Secondaries room.

If you look in the Secondaries room in the Wave Control Mapper you will see the following new knob parameters:

Keyer Hue Centre	Moves the centre of the keyer selection.
Keyer Hue Spread	Alters the spread of the keyer selection.
Keyer Hue Falloff Spread	Alters the spread of the keyer falloff.
Keyer Hue Left	Moves just the left side of the keyer selection.
Keyer Hue Right	Moves just the right side of the keyer selection.
Keyer Hue Left Falloff	Moves just the left side of the keyer falloff.
Keyer Hue Right Falloff	Moves just the right side of the keyer falloff.

There are the same controls duplicated for Sat and Lum.

2.2. 10 x Jog Speed

If you press and hold ALT while jogging you will get a 10 x jog speed.

2.3. Mouse Emulator

We have added a mouse emulator which turns a trackerball and its reset buttons into mouse.

There are two ways you can access this from the Wave panel, both are configured through the mapper:

2.3.1. Program mouse on a trackerball

If you look in the Secondaries room in the Wave Control Mapper you will see the following new trackerball parameter:

Mouse / Scroll

This is like all other controls that are mapped to the panel using the Wave Control Mapper, so you can assign it to any trackerball in any room and it can also be an ALTernative function on a trackerball.

2.3.2. Program mouse toggle on a button

If you look in the list of actions you can assign to a button you will see three new entries:

Toggle Mouse Emulator On Left Trackerball.
Toggle Mouse Emulator On Center Trackerball.
Toggle Mouse Emulator On Right Trackerball.



This is like all other controls that are mapped to the panel using the Wave Control Mapper, so you can assign it to any button in any room and it can also be an ALTERNative action.

2.3.3. So why two methods?

In “program mouse on a trackerball” this uses up one of your trackerballs (or ALTERNative trackerball) spaces in a room. It might be tricky if you want the trackerballs to be active and doing the same thing in each room to find a “free” space to program the mouse. The thing to remember is that when you “program a mouse on a trackerball” it is just like programming “Shadows / Master” or “Position / Scale” on a trackerball and it behaves just like any of these type of trackerball controls, including holding down the ALT button if it’s an ALTERNative function.

Now, to save you using up a “free” trackerball space you can “program mouse on a toggle button”. What you are doing here when you press the button you’ve assigned this action to is to switch on the mouse emulator for the trackerball you’ve chosen. This overrides what was on that trackerball until you press the button again, which switches the mouse emulator off. So for example, program Toggle Mouse Emulator On Center Trackerball to be button F1 in every room. Now when you want to access the mouse in any room, just press F1. When you’re done using the mouse emulator, just press F1 again to turn it off. You’ll note that the display above the trackerball you’re using will show “mouse” in the centre when mouse emulator is on and you’re using the “program mouse on a toggle button” method.

When using the Mouse / Scroll, the controls are mapped as follows:

	Mouse secondary button click.
	Mouse primary button click.
Trackerball	Moves the mouse pointer.
Dial	Mouse scroll wheel.

Note: mouse control is not intended for use outside of Color.

2.4. Rename of Key Center / Size

In the Wave Color Mapper Secondaries trackerball parameters we have renamed the “Key Center / Size” to be “Vignette Center / Size” as this is less confusing.

2.5. Changes to the default map in Wave Control Mapper

The new controls have been added to the default map in the mapper (this is the map the panel ships with and reverts to when you Revert To Defaults). We have also changed some of the default sensitivities on this map so they are not so wild! The final thing is that we’ve added in a few more buttons that

people seem to use a lot. These changes, of course, will not affect your custom map - if you have created one.

3. About this manual

The contents of this manual are intended for users of the Wave panel with Apple's Color software.

It can be quite tricky to explain about controls on the control panel and controls in Color without causing confusion so we've decided to adopt the following naming scheme:

Control: this refers to a knob, button or trackball on the Wave panel.

Knob: this refers to a knob on the Wave panel.

Button: this refers to a button on the Wave panel.

Action: this refers to a keyboard or button type action in Color.

Parameter: this refers to a control in Color like a slider or a value.

Map / Mapping: refers to how the controls on Wave are configured to work with Color.

When we refer to a button, knob or trackball by a number, we number the controls from left to right, starting with 1.

This manual won't tell you how to use Color. For that you need to refer to the Apple manual for Color. Instead this manual tells you how to use Wave with Color and how to customise the way it does this.

If you think you have a fault with your Wave panel then refer to the **Wave User Manual** which has trouble-shooting information in it.

4. Introduction

Wave is a generic USB HID device and is recognised as such by Mac OS X so it needs no special operating system drivers. It communicates with your MAC via the USB cable and also receives its power from the same cable.

Although Wave does not need a driver to work with Mac OS X, it does need a **plug-in** to enable it to talk to Color. Also, in order for you to customise how Wave controls Color there's an application called the **Wave Control Mapper**. These are bundled together in a Mac OS X installation package called **Wave Color Support**.

Once you have installed the **Wave Color Support** package you can start using your Wave straight away with the default control mapping supplied. There is no need to run the **Wave Control Mapper** unless you want to change the default mapping.

If you make a custom mapping this is stored within your home directory. This means that every user can have their own custom mapping.

5. Installing the software

Insert the disc that came with your Wave panel into your Mac.

Open the disc in a finder window by double clicking on the disc icon.



Double click on the **Wave Color Support** package to start the installation and follow the on-screen instructions.

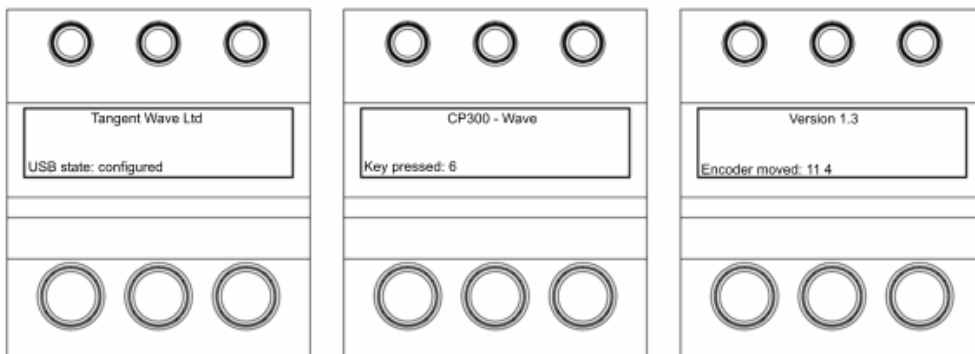


You may be prompted to enter your password. This is the password for your user account on your Mac and the password that you enter when you update your Mac's system software.

6. Configuring Color to use your Wave panel

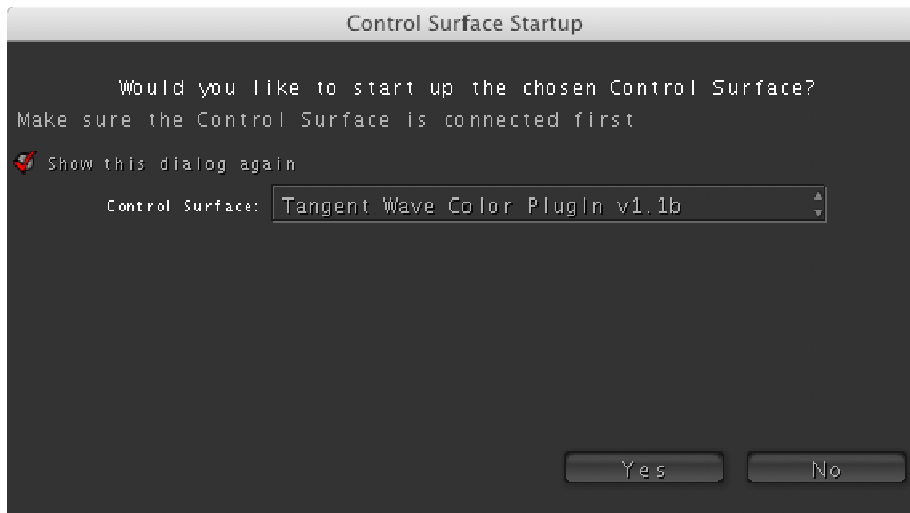
Make sure you have installed the **Wave Color Support** package as described in the **Installing the software** section.

You need to plug your Wave panel into your Mac with the USB cable it came with. This is just a standard USB cable so you can use your own if you wish. If everything is ok you should see the following (or similar) on the Waves' displays:



If you don't see the above then refer to the trouble-shooting section in the **Wave User Manual**.

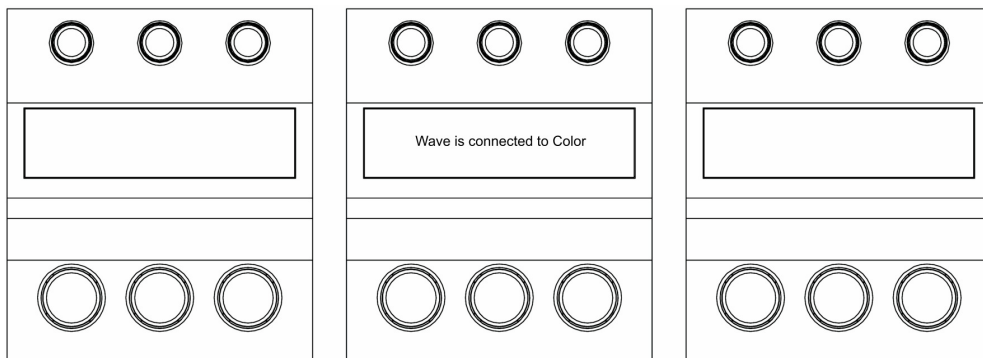
Now start Color. When you start Color you may get a pop-up dialog window similar to the one shown below. Don't worry if you don't as you can get to this window once Color is running as explained later. This is the Color **Control Surface Setup** window.



The **Control Surface** menu in the middle of the window allows you to choose what panel you are using with Color. If this isn't set to **Tangent Wave Color Plugin** then do this now. Then press **Yes**.

If you don't see the **Control Surface Setup** window then in Color go to the **Setup** room. Click on the **User Prefs** tab at the bottom and then click on **Show Control Surface Dialog** which is at the top right of the **User Prefs**. Don't forget you will have to load or create a project in Color in order to get to the rooms. Once you have selected **Tangent Wave Color Plugin** as the control surface type quit Color and restart it. It is a good idea for now to also check the **Show this dialog again** option, you can always turn this off again later.

After you have clicked **Yes** the display on Wave should show the following:



You now need to load a project. Once you have done this Wave will load its control map and the displays will update to reflect this.

7. Quick tour of the Wave panel

Take a look at the diagram of the Wave panel below and note the names of the controls. These controls are described in the following sections.



7.1. Bank knobs and bank buttons

These are the controls above and below the three displays.

The bank buttons will perform the action which is indicated in the display above the button.



The bank knobs will control the parameter which is indicated in the display below the knob. The bank knobs have a built in reset, if you press down on the knob you will activate a switch which will reset the parameter.

Changing rooms in Color, changing banks with the **Bank Buttons**, or pressing the **ALT** button will change what these are controlling.

7.2. Trackerballs and dials

These controls are grouped into trackerball and dial pairs. The trackerballs are typically used to control the colour balance of a picture, while the dials control the master luminance. But they can also be used to control things like position and zoom.

The buttons besides the trackerball and dials are the resets for these controls:

-  Resets the dial control
-  Resets the trackerball control

Changing rooms in Color or pressing the **ALT** button will change what these are controlling.

7.3. Bank select buttons

These are the up and down arrow buttons above the function buttons.



Steps through the different banks of controls on the **bank knobs**.



Steps through the different banks of controls on the **bank buttons**

See the **Rooms, Banks and ALTERNatives** section for more information on **Banks**.

7.4. ALT button

Pressing the ALT button will switch all the knobs, dials, buttons and trackerballs to control their alternative (**ALTERNative**) parameter or action.

See the **Rooms, Banks and ALTERNatives** section for more information on **ALTERNatives**.

7.5. Transport buttons and jog dial

The transport buttons will perform the following actions:

	Go to previous clip ALT: Inch one frame reverse
	Got to next clip ALT: Inch one frame forward
	Play reverse
	Stop
	Play forward

Rotating the jog dial clock-wise will move the clip forward one frame at a time as long as the jog dial is moving. Moving it in a counter-clock-wise direction will move the clip in reverse in the same way.

If you press **ALT** while turning the jog dial you will get a 10x jog speed.

These controls are permanently mapped to these actions and can not be changed. They are not affected by changing rooms.

7.6. Function buttons

These buttons are generally used for actions that you want to always be available.

Changing rooms in Color or pressing the **ALT** button will change what these are controlling.

8. Rooms, Banks and ALTERNatives

Let's have a quick look at how Wave controls are mapped in Color. The general idea is that as you change rooms in Color the controls that Wave is mapped to change to reflect the controls in that room. What controls are mapped can be customised by you, but we will come on to that later in the **Wave Control Mapper application** section. For now we need to understand what happens when you change rooms, and how controls are accessed in that room.

8.1. Rooms

As we've already explained, as you change rooms in Color, Wave will change what it is controlling to reflect the controls in that room. The controls that change are:

- Bank knobs
- Bank buttons
- Trackerballs and their dials
- Function buttons

The following are the rooms Wave can have controls mapped to:

- Setup
- Primary In
- Secondaries
- Color FX
- Geometry
- Primary Out
- Geometry
- Still Store
- Render Queue

8.2. Banks

Wave only has nine knobs and nine buttons that can be mapped to change with the rooms in Color (we will ignore the functions buttons for now as we will discuss these later in the **Note about function buttons** section). It may be that you want to control more than nine things with the knobs and buttons within a room. This is where banks come in. A bank is just a collection of knobs or buttons that you want to display together at the same time. If more knobs and buttons are required than can be displayed in one go you can simply add another bank.

You step through the banks of controls using the Bank Selection buttons; the up arrow steps through the knobs (think of the idea that the knobs are above the displays, hence the up arrow), and the down arrow steps through the buttons (think of the idea that the buttons are below the displays, hence the down arrow).

You can have as many banks as you wish. Adding banks is discussed in the Adding a bank section.

8.3. ALternatives

Each bank knob and button can have an alternative parameter or action assigned to it, this is what the ALT button is for. If you press and hold the ALT button the displays on the bank knobs and buttons change to show you the alternative parameter or action assigned to that control. If you move the knob while holding the ALT button or press a button then the alternative function is controlled.

The idea behind ALternatives is so that you have quick access to a parameter or action that could be associated to the normal one assigned to that control without having to change banks.

For knobs, an example of using this would be to have the normal control to be fine control of a parameter, and the ALternative control to be coarse control. Holding down the ALT and moving the knob would quickly get you to the ball-park value, then releasing ALT will allow you to fine tune to the value you require. With buttons you could have 'paste' assigned to the normal action and 'copy' to the ALternative action. Of course you can make use of the ALternatives any way you like. The above are just given as examples to make the explanation clearer.

The table below may help to explain the relationship of rooms, banks and ALternatives:

Color Room	Knob Bank 1	Knob 1	Normal function
			ALternative function
		Knob 2	Normal function
			ALternative function
			• • • up to knob 9
	Knob Bank 2	Knob 1	Normal function
			ALternative function
		Knob 2	Normal function
			ALternative function
			• • • up to knob 9
			• • • up to 'n' banks
	Button Bank 1	Button 1	Normal function
			ALternative function
		Button 2	Normal function
			ALternative function
		• • • up to button 9	
Button Bank 2	Button 1	Normal function	
		ALternative function	
	Button 2	Normal function	
		ALternative function	
		• • • up to button 9	
		• • • up to 'n' banks	
Trackerball / Dial 1	Normal function		
	ALternative function		
		• • • up to trackerball / dial 3	
Function Button 1	Normal function		
	ALternative function		
		• • • up to function button 9	
		• • • other Color rooms	

n = as many banks as you need

9. Default mapping and custom mapping

The Wave panel ships with a default mapping for the panel. This is used as the basis for your custom mapping. You can of course change anything you want.

This will be saved as a custom mapping file in your home directory in \$HOME/Library/ Application Support/Tangent/WaveControlMap.xml (where \$HOME is your home directory). This means that each user can have their own custom mapping file.

10. Wave Control Mapper application

If you haven't installed the Wave Color Support package on your Mac you should do so now.

The Wave Control Mapper application allows you to customise the mapping of the controls on Wave onto any of the controls in Color. You will find the Wave Control Mapper in **Applications**. A handy hint is to drag the Wave Control Mapper icon into the dock so it is easily accessible while you are customising the Wave.



Wave Control Mapper

The Wave Control Mapper presents you with a graphical representation of the Wave panel. You can click on a control in the application and assign a parameter or action in Color to it. For controls that can be assigned to a knob or trackerball you can also set the sensitivity. The bank controls also allow you type in a custom label which gets displayed next to the control.



Any changes you make will be saved to your home directory. This allows each user to have their own custom mapping for Wave.

10.1. Some quick notes about mapping

We've already mentioned that when you switch rooms in Color, Wave will change what it's controlling to reflect the chosen controls for that room.

When you map a control on Wave, you can use any parameter in Color from any room, not just the room you are currently in. For example, say you want to control the Secondaries Shadows on a trackerball whilst you are in the

Geometry room. Well, this is easy, you just go to the Geometry room in the Wave Control Mapper and click on the trackerball and select Secondaries Shadows from the list.

10.2. Steps to making a custom mapping

When you make a custom mapping you need to follow these steps:

1. Make a note of what controls in Color you want to map to Wave.
2. Run the Wave Control Mapper application.
3. Go to the room in the Wave Control Mapper where you want to add or change a control.
4. Make the changes to that control.
5. Save the changes. If Color is running the Wave panel will automatically update to reflect the changes. You will find **save** in the **file** menu in the Wave Control Mapper.

10.3. Selecting which room in Color you want to map controls to



The tabs across the top of the mapper are the rooms you can map Wave to. These are:

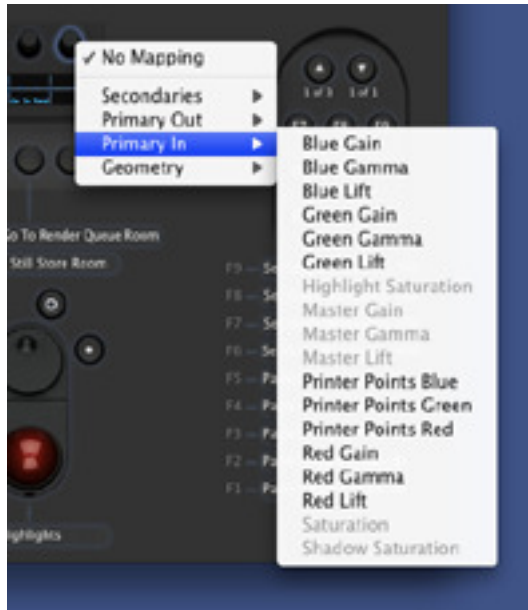
- Setup
- Primary In
- Secondaries
- Color FX
- Geometry
- Primary Out
- Geometry
- Still Store
- Render Queue

Click on the tab for the room you want to change the mapping for.

10.4. Mapping a control

If you click on a knob or a button you will get a pop-up menu or a dialog window depending on whether you left click or right click. These will enable you to choose the Color function to map to the control and set your preferences for it. These are discussed below.

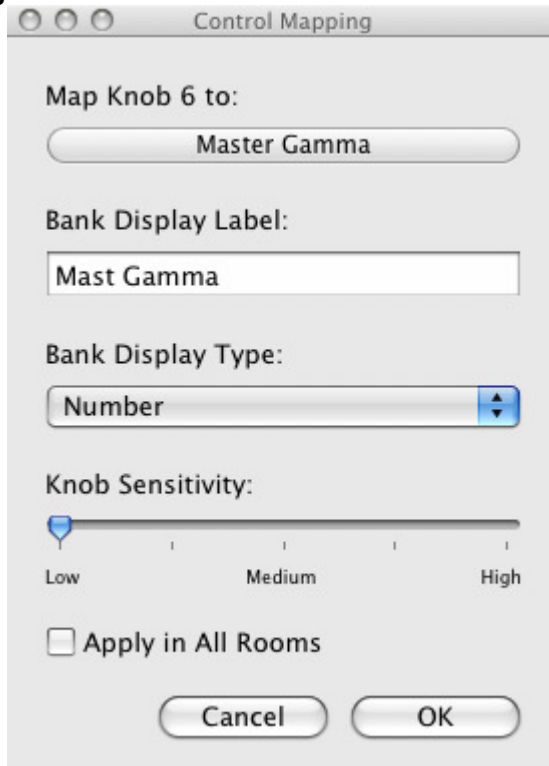
10.4.1. Knobs Left Click



If you left click on a knob you get a pop-up menu that allows you to choose the Color parameter you wish to assign to the knob. Note the first stage menu selects which room in Color the parameter is normally found. The next stage menu selects the parameter in that room.

Note if the parameter is greyed out it means that you have already selected it in the current bank. You can only have a parameter selected once in each bank.

Right click



If you right click on the knob a dialog window appears that allows you to set your preferences for the Color parameter that you have assigned to it.

The top menu button tells you the Color parameter it is mapped to.

The label text entry box allows you to type in your own choice of label for the knob. This is the name that will appear on the display below the knob on the Wave panel. Note there is a maximum of 10 characters allowed.

The display type menu button allows you to choose how the value of the parameter is displayed on the Wave panel. This will be shown on the display below the name of the parameter on the panel. The options are:

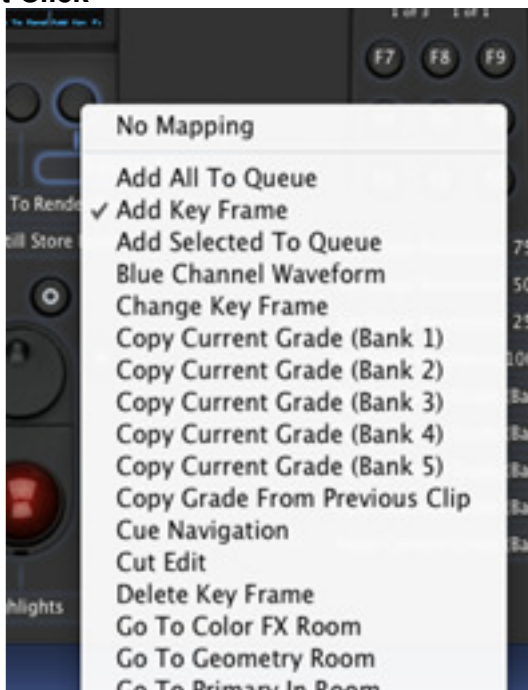
- **Blank** – no value displayed.
- **Percentage** – displayed as a % value of the full range.
- **Bar** – displayed as a bar graph which grows from left (minimum) to right (maximum).
- **Number** – displayed as a number that matches the one displayed on the Color display.

The sensitivity slider allows to you set how sensitive to knob movements the control is. Setting the slider to low means you will need to turn the control more times to get a change. Setting it to high means you will need less turns. See the section **Note on sensitivities**.

The **Apply in All rooms** check box allows you to have the same knob appear in each of the rooms in Color. The knob is put into the current bank that each room was last left in. Note we are referring to the Wave Control Mapper here and the bank that was selected when the room control map was last edited.

10.4.2. Buttons

Left Click



If you left click on a button you get a pop-up menu that allows you to choose the action in Color that you wish to assign to the button.

Right click



If you right click on the button a dialog window appears that allows you to set your preferences for the action in Color that you have assigned to it.

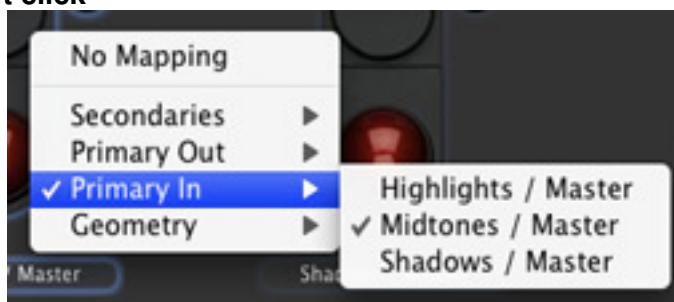
The top menu button tells you the action in Color that it is mapped to.

The label text entry box allows you to type in your own choice of label for the button. This is the name that will appear on the display above the button on the Wave panel. Note there is a maximum of 20 characters spread over 2 lines of 10 characters. Wave will automatically hyphenate the label where necessary, so just type the full name into the text box and Wave will take care of the rest.

The **Apply in All rooms** check box allows you to have the same button appear in each of the rooms in Color. The button is put into the current bank that each room was last left in. Note we are referring to the Wave Control Mapper here and the bank that was selected when the room control map was last edited.

10.4.3. Trackerballs and their dials

Left click

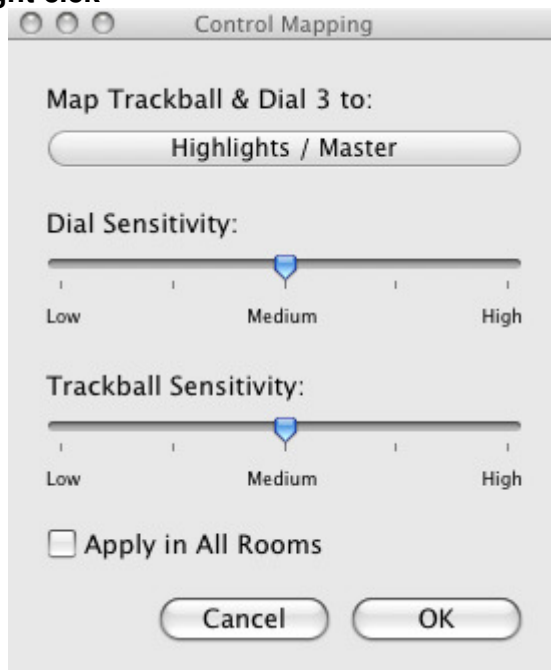


If you left click on a trackerball you get a pop-up menu that allows you to choose the Color parameters you wish to assign to the trackerball and its dial. Note the first stage menu selects which room in Color the parameters are normally found. The next stage menu selects the parameters in that room.

Note the trackerballs and dials are grouped as follows and this grouping cannot be changed:

Trackerball / Dial	Parameters controlled
Shadows / Master	Trackerball: shadows colour differential. Dial: shadows master luminance.
Midtones / Master	Trackerball: midtones colour differential. Dial: midtones master luminance.
Highlights / Master	Trackerball: highlights colour differential. Dial: highlights master luminance.
Key Center / Size	Trackerball: position of the centre of the secondary key. Dial: size of the secondary key.
Position / Size	Trackerball: position of the geometry centre. Dial: geometry size.

Right click



If you right click on the trackerball a dialog window appears that allows you to set your preferences for the Color parameters that you have assigned to it.

The top menu button tells you the Color parameters it is mapped to.

The sensitivity sliders allows to you set how sensitive to movements the control is. Setting the slider to low means you will need to turn the control more times to get a change. Setting it to high means you will needs less turns. See the section **Note on sensitivities**.

The **Apply in All rooms** check box allows you to have the same control appear in each of the rooms in Color.

10.5. Banks



Use the bank selection buttons in the mapper to access the bank features. A left click or right click does different things as discussed below.

10.5.1. Adding, removing, and clearing a bank (right click)

If you want to map more than 9 knobs or buttons, right click on the appropriate bank select button (up arrow for knobs, down arrow for buttons). You will get a pop-up menu that will allow you to add a bank.



The same pop-up menu also has options to clear or remove the current bank.

Note that each room has at least one bank by default. You can't delete this, you can only clear it. This is why the **Remove Current Bank** option is sometimes greyed out.

10.5.2. Selecting a bank (left click)

When you have more than one bank, left clicking on the bank select button will step you through the banks. Remember that it is the up arrow for knobs, down arrow for buttons.

10.6. Assigning an ALTerNative function



If you click on the ALT button in the mapper you can assign an ALTerNative function to a control. Note that the mapper updates its display to show you which controls have ALTerNative functions and what they are.

10.7. Note about function buttons

Although the function buttons can be mapped to do different things for each room in Color, and they can also have an ALT function, you need to consider carefully what you want them to do. The reason for this is that the buttons have no display (unlike the bank buttons) to label what they do. This means that it is up to you to remember what you have mapped them to. So, it makes sense to have these buttons do the same thing in every room, but it is up to you to follow this advice and we have left you the flexibility to do what you want.

We have included a write-on button overlay with the panel so you can write something above each button to help remind you what you have mapped these to.

10.8. Note on sensitivities

There are two sets of sensitivities that are applied to parameters in Color. There are a global set which can be found in the user preferences in Color. To access these in Color go to the **Setup** room and click on the **User Prefs** tab at the bottom. The sensitivity controls are at the top left of this window.

The other set of sensitivities that are applied are the individual ones for each parameter that the Wave panel allows you to set. You can set these with the Wave Control Mapper. Details on how to do this can be found in the **Mapping a control** section. There is a 5 position slider that goes from low to high. The sensitivity values on the slider have the following effect:

Sensitivity setting	Effect
Low	This adjusts the parameter by the smallest amount possible with the Wave panel. It may take many turns in order to move cover the full range of values. The number of turns will depend on the range of the parameter.
-	Approximately 50 full turns of the knob / dial will be required to cover the full range of the parameter.
Medium	Approximately 35 full turns of the knob / dial will be required to cover the full range of the parameter.
-	Approximately 20 full turns of the knob / dial will be required to cover the full range of the parameter.
High	Approximately 5 full turns of the knob / dial will be required to cover the full range of the parameter.

For the trackerballs the same idea applies but the slider positions don't relate to a particular number of turns, it is just a linear multiplication of the raw control movement.

11. The supplied (default) mapping and reverting to this

Wave comes with a default mapping. This is only a starting point and you are free to customise the panel as you wish. In the Wave Control Mapper If you select the **File** menu and select **Revert to Defaults**, your custom mapping will be deleted and it will be replaced with the default mapping.

The table below details the default mapping. Note we are numbering the bank knobs and buttons, and trackerballs from left to right, starting with 1 on the left. Also note that for the knobs and trackerballs, the parameters they control are the ones for that room in Color that have that name. We say this for clarity, as for example in Primary In, there is a Shadows trackerball, but there is also one in Primary out and Secondaries. If you look at the Color display you will also see there is a Shadows in each of these rooms. So, in the default mapping, where we use Shadows, we actually mean Shadows for that room. For example, if you're in Primary In it will be the Shadows in Primary In.

11.1. Setup room

Bank Knobs

Bank 1	
Button 1	
	ALT
Button 2	
	ALT
Button 3	
	ALT
Button 4	
	ALT
Button 5	
	ALT
Button 6	
	ALT
Button 7	

	ALT	
Button 8		
	ALT	
Button 9		
	ALT	

Bank Buttons

Bank 1		
Button 1		Go To Setup Room
	ALT	
Button 2		Go To Primary In Room
	ALT	
Button 3		Go To Secondaries Room
	ALT	
Button 4		Go To Color FX Room
	ALT	
Button 5		Go To Primary Out Room
	ALT	
Button 6		Go To Geometry Room
	ALT	
Button 7		Go To Still Store Room
	ALT	
Button 8		Go To Render Queue Room
	ALT	
Button 9		Toggle Grading
	ALT	Toggle Mouse Emulator On Center Trackerball

Bank 2		
Button 1		Set Scope Resolution 100%
	ALT	
Button 2		Set Scope Resolution 75%
	ALT	
Button 3		Set Scope Resolution 50%
	ALT	
Button 4		Set Scope Resolution 25%
	ALT	
Button 5		
	ALT	
Button 6		
	ALT	
Button 7		
	ALT	
Button 8		
	ALT	
Button 9		
	ALT	

Bank 3		
Button 1		Red Channel Waveform
	ALT	
Button 2		Green Channel Waveform
	ALT	
Button 3		Blue Channel Waveform
	ALT	
Button 4		Parade Waveform
	ALT	
Button 5		Overlay Waveform
	ALT	

Button 6	Luma Waveform
ALT	
Button 7	Histogram Waveform
ALT	
Button 8	
ALT	
Button 9	
ALT	

Trackerballs / Dials

Trackerball 1	
ALT	
Dial 1	
ALT	
Trackerball 2	
ALT	
Dial 2	
ALT	
Trackerball 3	
ALT	
Dial 3	
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project
ALT	
F7	Next Grade
ALT	Previous Grade
F8	Reset Grade
ALT	
F9	Save Project
ALT	Revert Project

11.2. Primary In room

Bank Knobs

Bank 1	
Knob 1	Saturation (low sensitivity)
ALT	Saturation (high sensitivity)
Knob 2	Highlight Saturation (low sensitivity)
ALT	Highlight Saturation (high sensitivity)
Knob 3	Shadow Saturation (low sensitivity)
ALT	Shadow Saturation (high sensitivity)
Knob 4	Master Lift (low sensitivity)
ALT	Master Lift (high sensitivity)
Knob 5	Master Gain (low sensitivity)
ALT	Master Gain (high sensitivity)
Knob 6	Master Gamma (low sensitivity)
ALT	Master Gamma (high sensitivity)

Knob 7	
ALT	
Knob 8	
ALT	
Knob 9	
ALT	

Bank 2	
Knob 1	Red Lift (low sensitivity)
ALT	Red Lift (high sensitivity)
Knob 2	Green Lift (low sensitivity)
ALT	Green Lift (high sensitivity)
Knob 3	Blue Lift (low sensitivity)
ALT	Blue Lift (high sensitivity)
Knob 4	Red Gain (low sensitivity)
ALT	Red Gain (high sensitivity)
Knob 5	Green Gain (low sensitivity)
ALT	Green Gain (high sensitivity)
Knob 6	Blue Gain (low sensitivity)
ALT	Blue Gain (high sensitivity)
Knob 7	Red Gamma (low sensitivity)
ALT	Red Gamma (high sensitivity)
Knob 8	Green Gamma (low sensitivity)
ALT	Green Gamma (high sensitivity)
Knob 9	Blue Gamma (low sensitivity)
ALT	Blue Gamma (high sensitivity)

Bank 3	
Knob 1	Printer Points Red
ALT	
Knob 2	
ALT	
Knob 3	Printer Points Green
ALT	
Knob 4	
ALT	
Knob 5	Printer Points Blue
ALT	
Knob 6	
ALT	
Knob 7	
ALT	
Knob 8	
ALT	
Knob 9	
ALT	

Bank Buttons

Bank 1	
Button 1	Go To Setup Room
ALT	Got To Primary In Room Tab Basic
Button 2	Go To Primary In Room
ALT	Got To Primary In Room Tab Advanced
Button 3	Go To Secondaries Room
ALT	
Button 4	Go To Color FX Room
ALT	
Button 5	Go To Primary Out Room
ALT	

Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading
ALT	Toggle Mouse Emulator On Center Trackerball

Trackerballs / Dials

Trackerball 1	Shadows
ALT	
Dial 1	Master
ALT	
Trackerball 2	Midtones
ALT	
Dial 2	Master
ALT	
Trackerball 3	Highlights
ALT	
Dial 3	Master
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project
ALT	
F7	Next Grade
ALT	Previous Grade
F8	Reset Grade
ALT	
F9	Save Project
ALT	Revert Project

11.3. Secondaries room

Bank Knobs

Bank 1	
Knob 1	Key Blur (low sensitivity)
ALT	Key Blur (high sensitivity)
Knob 2	Global Hue (low sensitivity)
ALT	Global Hue (high sensitivity)
Knob 3	Saturation (low sensitivity)
ALT	Saturation (high sensitivity)
Knob 4	Highlight Saturation (low sensitivity)
ALT	Highlight Saturation (high sensitivity)
Knob 5	Shadow Saturation (low sensitivity)
ALT	Shadow Saturation (high sensitivity)
Knob 6	

	ALT	
Knob 7		Master Lift (low sensitivity)
	ALT	Master Lift (high sensitivity)
Knob 8		Master Gain (low sensitivity)
	ALT	Master Gain (high sensitivity)
Knob 9		Master Gamma (low sensitivity)
	ALT	Master Gamma (high sensitivity)

Bank 2		
Knob 1		Red Lift (low sensitivity)
	ALT	Red Lift (high sensitivity)
Knob 2		Green Lift (low sensitivity)
	ALT	Green Lift (high sensitivity)
Knob 3		Blue Lift (low sensitivity)
	ALT	Blue Lift (high sensitivity)
Knob 4		Red Gain (low sensitivity)
	ALT	Red Gain (high sensitivity)
Knob 5		Green Gain (low sensitivity)
	ALT	Green Gain (high sensitivity)
Knob 6		Blue Gain (low sensitivity)
	ALT	Blue Gain (high sensitivity)
Knob 7		Red Gamma (low sensitivity)
	ALT	Red Gamma (high sensitivity)
Knob 8		Green Gamma (low sensitivity)
	ALT	Green Gamma (high sensitivity)
Knob 9		Blue Gamma (low sensitivity)
	ALT	Blue Gamma (high sensitivity)

Bank 3		
Knob 1		Keyer Hue Center (low sensitivity)
	ALT	Keyer Hue Center (high sensitivity)
Knob 2		Keyer Hue Spread (low sensitivity)
	ALT	Keyer Hue Spread (high sensitivity)
Knob 3		Keyer Hue Falloff Spread (low sensitivity)
	ALT	Keyer Hue Falloff Spread (high sensitivity)
Knob 4		Keyer Sat Center (low sensitivity)
	ALT	Keyer Sat Center (high sensitivity)
Knob 5		Keyer Sat Spread (low sensitivity)
	ALT	Keyer Sat Spread (high sensitivity)
Knob 6		Keyer Sat Falloff Spread (low sensitivity)
	ALT	Keyer Sat Falloff Spread (high sensitivity)
Knob 7		Keyer Lum Center (low sensitivity)
	ALT	Keyer Lum Center (high sensitivity)
Knob 8		Keyer Lum Spread (low sensitivity)
	ALT	Keyer Lum Spread (high sensitivity)
Knob 9		Keyer Lum Falloff Spread (low sensitivity)
	ALT	Keyer Lum Falloff Spread (high sensitivity)

Bank 4		
Knob 1		Angle (low sensitivity)
	ALT	Angle (high sensitivity)
Knob 2		Softness (low sensitivity)
	ALT	Softness (high sensitivity)
Knob 3		Size (low sensitivity)
	ALT	Size (high sensitivity)
Knob 4		Aspect (low sensitivity)
	ALT	Aspect (high sensitivity)
Knob 5		Center X (low sensitivity)
	ALT	Center X (high sensitivity)

Knob 6	Center Y (low sensitivity)
ALT	Center Y (high sensitivity)
Knob 7	
ALT	
Knob 8	
ALT	
Knob 9	
ALT	

Bank Buttons

Bank 1	
Button 1	Go To Setup Room
ALT	Got To Secondaries Room Tab Basic
Button 2	Go To Primary In Room
ALT	Got To Secondaries Room Tab Advanced
Button 3	Go To Secondaries Room
ALT	
Button 4	Go To Color FX Room
ALT	
Button 5	Go To Primary Out Room
ALT	
Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading
ALT	Toggle Mouse Emulator On Center Trackerball

Bank 2	
Button 1	Toggle Secondary
ALT	
Button 2	Toggle Secondary In / Out
ALT	
Button 3	Toggle Secondary Vignette
ALT	
Button 4	Toggle Hue Keyer
ALT	
Button 5	Toggle Sat Keyer
ALT	
Button 6	Toggle Lum Keyer
ALT	
Button 7	
ALT	
Button 8	
ALT	
Button 9	
ALT	

Trackerballs / Dials

Trackerball 1	Shadows
ALT	
Dial 1	Master
ALT	
Trackerball 2	Midtones
ALT	Key Centre
Dial 2	Master

	ALT	Key Size
Trackerball 3		Highlights
	ALT	
Dial 3		Master
	ALT	

Function Buttons

F1		Paste Current Grade (Bank 1)
	ALT	Copy Current Grade (Bank 1)
F2		Paste Current Grade (Bank 2)
	ALT	Copy Current Grade (Bank 2)
F3		Paste Current Grade (Bank 3)
	ALT	Copy Current Grade (Bank 3)
F4		Paste Current Grade (Bank 4)
	ALT	Copy Current Grade (Bank 4)
F5		Paste Current Grade (Bank 5)
	ALT	Copy Current Grade (Bank 5)
F6		Save Project
	ALT	
F7		Next Grade
	ALT	Previous Grade
F8		Reset Grade
	ALT	
F9		Save Project
	ALT	Revert Project

11.4. Color FX room

Bank Knobs

Bank 1		
Button 1		
	ALT	
Button 2		
	ALT	
Button 3		
	ALT	
Button 4		
	ALT	
Button 5		
	ALT	
Button 6		
	ALT	
Button 7		
	ALT	
Button 8		
	ALT	
Button 9		
	ALT	

Bank Buttons

Bank 1		
Button 1		Go To Setup Room
	ALT	Go To Color FX Room Tab Parameters
Button 2		Go To Primary In Room
	ALT	Go To Color FX Room Tab Color FX Bin
Button 3		Go To Secondaries Room
	ALT	
Button 4		Go To Color FX Room
	ALT	

Button 5	Go To Primary Out Room
ALT	
Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading
ALT	Toggle Mouse Emulator On Center Trackerball

Trackerballs / Dials

Trackerball 1	
ALT	
Dial 1	
ALT	
Trackerball 2	
ALT	
Dial 2	
ALT	
Trackerball 3	
ALT	
Dial 3	
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project
ALT	
F7	Next Grade
ALT	Previous Grade
F8	Reset Grade
ALT	
F9	Save Project
ALT	Revert Project

11.5. Primary Out room

Bank Knobs

Bank 1	
Knob 1	Saturation (low sensitivity)
ALT	Saturation (high sensitivity)
Knob 2	Highlight Saturation (low sensitivity)
ALT	Highlight Saturation (high sensitivity)
Knob 3	Shadow Saturation (low sensitivity)
ALT	Shadow Saturation (high sensitivity)
Knob 4	Master Lift (low sensitivity)
ALT	Master Lift (high sensitivity)
Knob 5	Master Gain (low sensitivity)

	ALT	Master Gain (high sensitivity)
Knob 6		Master Gamma (low sensitivity)
	ALT	Master Gamma (high sensitivity)
Knob 7		Ceiling Red (low sensitivity)
	ALT	Ceiling Red (high sensitivity)
Knob 8		Ceiling Green (low sensitivity)
	ALT	Ceiling Green (high sensitivity)
Knob 9		Ceiling Blue (low sensitivity)
	ALT	Ceiling Blue (high sensitivity)

Bank 2		
Knob 1		Red Lift (low sensitivity)
	ALT	Red Lift (high sensitivity)
Knob 2		Green Lift (low sensitivity)
	ALT	Green Lift (high sensitivity)
Knob 3		Blue Lift (low sensitivity)
	ALT	Blue Lift (high sensitivity)
Knob 4		Red Gain (low sensitivity)
	ALT	Red Gain (high sensitivity)
Knob 5		Green Gain (low sensitivity)
	ALT	Green Gain (high sensitivity)
Knob 6		Blue Gain (low sensitivity)
	ALT	Blue Gain (high sensitivity)
Knob 7		Red Gamma (low sensitivity)
	ALT	Red Gamma (high sensitivity)
Knob 8		Green Gamma (low sensitivity)
	ALT	Green Gamma (high sensitivity)
Knob 9		Blue Gamma (low sensitivity)
	ALT	Blue Gamma (high sensitivity)

Bank 3		
Knob 1		Printer Points Red
	ALT	
Knob 2		
	ALT	
Knob 3		Printer Points Green
	ALT	
Knob 4		
	ALT	
Knob 5		Printer Points Blue
	ALT	
Knob 6		
	ALT	
Knob 7		
	ALT	
Knob 8		
	ALT	
Knob 9		
	ALT	

Bank Buttons

Bank 1		
Button 1		Go To Setup Room
	ALT	Go To Primary Out Room Tab Basic
Button 2		Go To Primary In Room
	ALT	Go To Primary Out Room Tab Advanced
Button 3		Go To Secondaries Room
	ALT	
Button 4		Go To Color FX Room

ALT	
Button 5	Go To Primary Out Room
ALT	
Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading
ALT	Toggle Mouse Emulator On Center Trackerball

Trackerballs / Dials

Trackerball 1	Shadows
ALT	
Dial 1	Master
ALT	
Trackerball 2	Midtones
ALT	
Dial 2	Master
ALT	
Trackerball 3	Highlights
ALT	
Dial 3	Master
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project
ALT	
F7	Next Grade
ALT	Previous Grade
F8	Reset Grade
ALT	
F9	Save Project
ALT	Revert Project

11.6. Geometry room

Bank Knobs

Bank 1	
Knob 1	Scale (low sensitivity)
ALT	Scale (high sensitivity)
Knob 2	Aspect Ratio (low sensitivity)
ALT	Aspect Ratio (high sensitivity)
Knob 3	Rotation (low sensitivity)
ALT	Rotation (high sensitivity)
Knob 4	Position X (low sensitivity)
ALT	Position X (high sensitivity)

Knob 5	Position Y (low sensitivity)
ALT	Position Y (high sensitivity)
Knob 6	
ALT	
Knob 7	
ALT	
Knob 8	
ALT	
Knob 9	
ALT	

Bank Buttons

Bank 1	
Button 1	Go To Setup Room
ALT	Go To Geometry Room Tab Pan Scan
Button 2	Go To Primary In Room
ALT	Go To Geometry Room Tab Shapes
Button 3	Go To Secondaries Room
ALT	Go To Geometry Room Tab Pan Tracking
Button 4	Go To Color FX Room
ALT	
Button 5	Go To Primary Out Room
ALT	
Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading
ALT	Toggle Mouse Emulator On Center Trackerball

Trackerballs / Dials

Trackerball 1	Shadows
ALT	
Dial 1	Master
ALT	
Trackerball 2	Midtones
ALT	
Dial 2	Master
ALT	
Trackerball 3	Highlights
ALT	
Dial 3	Master
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project

	ALT	
F7		Next Grade
	ALT	Previous Grade
F8		Reset Grade
	ALT	
F9		Save Project
	ALT	Revert Project

11.7. Still Store room

Bank Knobs

Bank 1		
Button 1		Transition Position (low sensitivity)
	ALT	Transition Position (high sensitivity)
Button 2		Transition Angle (low sensitivity)
	ALT	Transition Angle (high sensitivity)
Button 3		
	ALT	
Button 4		
	ALT	
Button 5		
	ALT	
Button 6		
	ALT	
Button 7		
	ALT	
Button 8		
	ALT	
Button 9		
	ALT	

Bank Buttons

Bank 1		
Button 1		Go To Setup Room
	ALT	
Button 2		Go To Primary In Room
	ALT	
Button 3		Go To Secondaries Room
	ALT	
Button 4		Go To Color FX Room
	ALT	
Button 5		Go To Primary Out Room
	ALT	
Button 6		Go To Geometry Room
	ALT	
Button 7		Go To Still Store Room
	ALT	
Button 8		Go To Render Queue Room
	ALT	
Button 9		Toggle Grading
	ALT	Toggle Mouse Emulator On Center Trackerball

Bank 2		
Button 1		Still Store Transition Left To Right
	ALT	
Button 2		Still Store Transition Right To Left
	ALT	

Button 3	Still Store Transition Top To Bottom
ALT	
Button 4	Still Store Transition Bottom To Top
ALT	
Button 5	Toggle Still Store
ALT	
Button 6	Store Still
ALT	
Button 7	
ALT	
Button 8	
ALT	
Button 9	
ALT	

Trackerballs / Dials

Trackerball 1	
ALT	
Dial 1	
ALT	
Trackerball 2	
ALT	
Dial 2	
ALT	
Trackerball 3	
ALT	
Dial 3	
ALT	

Function Buttons

F1	Paste Current Grade (Bank 1)
ALT	Copy Current Grade (Bank 1)
F2	Paste Current Grade (Bank 2)
ALT	Copy Current Grade (Bank 2)
F3	Paste Current Grade (Bank 3)
ALT	Copy Current Grade (Bank 3)
F4	Paste Current Grade (Bank 4)
ALT	Copy Current Grade (Bank 4)
F5	Paste Current Grade (Bank 5)
ALT	Copy Current Grade (Bank 5)
F6	Save Project
ALT	
F7	Next Grade
ALT	Previous Grade
F8	Reset Grade
ALT	
F9	Save Project
ALT	Revert Project

11.8. Render Queue room

Bank Knobs

Bank 1	
Button 1	
ALT	
Button 2	
ALT	
Button 3	
ALT	

Button 4	
ALT	
Button 5	
ALT	
Button 6	
ALT	
Button 7	
ALT	
Button 8	
ALT	
Button 9	
ALT	

Bank Buttons

Bank 1	
Button 1	Go To Setup Room
ALT	
Button 2	Go To Primary In Room
ALT	
Button 3	Go To Secondaries Room
ALT	
Button 4	Go To Color FX Room
ALT	
Button 5	Go To Primary Out Room
ALT	
Button 6	Go To Geometry Room
ALT	
Button 7	Go To Still Store Room
ALT	
Button 8	Go To Render Queue Room
ALT	
Button 9	Toggle Grading Toggle Mouse Emulator On Center Trackerball
ALT	

Bank 2	
Button 1	Add All To Queue
ALT	
Button 2	Add Selected To Queue
ALT	
Button 3	Print Queue
ALT	
Button 4	
ALT	
Button 5	
ALT	
Button 6	
ALT	
Button 7	
ALT	
Button 8	
ALT	
Button 9	
ALT	

Trackerballs / Dials

Trackerball 1	
ALT	
Dial 1	

	ALT	
Trackerball 2		
	ALT	
Dial 2		
	ALT	
Trackerball 3		
	ALT	
Dial 3		
	ALT	

Function Buttons

F1		Paste Current Grade (Bank 1)
	ALT	Copy Current Grade (Bank 1)
F2		Paste Current Grade (Bank 2)
	ALT	Copy Current Grade (Bank 2)
F3		Paste Current Grade (Bank 3)
	ALT	Copy Current Grade (Bank 3)
F4		Paste Current Grade (Bank 4)
	ALT	Copy Current Grade (Bank 4)
F5		Paste Current Grade (Bank 5)
	ALT	Copy Current Grade (Bank 5)
F6		Save Project
	ALT	
F7		Next Grade
	ALT	Previous Grade
F8		Reset Grade
	ALT	
F9		Save Project
	ALT	Revert Project

12. Button actions available in the Wave Control Mapper

Below is a list of all the button actions you can assign to a button on the Wave panel. Note that you should refer to the Color user manual provided by Apple for more information.

Label for button action in the Wave Control Mapper	Description / Notes
Add All To Queue	Add every clip in the project to the queue for rendering.
Add Key Frame	On the current clip add a new key frame at the current time.
Add Selected To Queue	If there is a selection made on the timeline then add them to the queue for rendering.
Blue Channel Waveform	Display the blue channel on the waveform.
Change Key Frame	On the current key frame change the interpolation type between linear, smooth and constant.
Copy Current Grade (Bank 1)	On the current clip copy the grade to bank 1.
Copy Current Grade (Bank 2)	On the current clip copy the grade to bank 2.
Copy Current Grade (Bank 3)	On the current clip copy the grade to bank 3.
Copy Current Grade (Bank 4)	On the current clip copy the grade to bank 4.
Copy Current Grade (Bank 5)	On the current clip copy the grade to bank 5.
Copy Grade From Previous Clip	On current clip copy the grade from the previous clip on the timeline. If there is no previous clip then no copy is performed.
Cue Navigation	Move to the navigational time.
Cut Edit	On the current clip perform a cut at the

	current time.
Delete Key Frame	Delete the current key frame.
Go To Color FX Room	Displays the Color FX room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Color FX Room Tab Color FX Bin	Displays the Color FX room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Color FX Bin tab which will be displayed.
Go To Color FX Room Tab Parameters	Displays the Color FX room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Parameters tab which will be displayed.
Go To Geometry Room	Displays the Geometry room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Geometry Room Tab Pan Scan	Displays the Geometry room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Pan Scan tab which will be displayed.
Go To Geometry Room Tab Shapes	Displays the Geometry room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Shapes tab which will be displayed.
Go To Geometry Room Tab Tracking	Displays the Geometry room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Tracking tab which will be displayed.
Go To Primary In Room	Displays the Primary In room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Primary In Room Tab Advanced	Displays the Primary In room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Advanced tab which will be displayed.
Go To Primary In Room Tab Basic	Displays the Primary In room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Basic tab which will be displayed.
Go To Primary Out Room	Displays the Primary Out room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Primary Out Room Tab Advanced	Displays the Primary Out room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Advanced tab which will be displayed.
Go To Primary Out Room Tab Basic	Displays the Primary Out room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Basic tab which will be displayed.
Go To Render Queue Room	Displays the Render Queue room tab. All other tabs in the room will be in the same state as they were when the room was last used.

Go To Secondaries Room	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Secondaries Room Tab 1	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 1 tab which will be displayed.
Go To Secondaries Room Tab 2	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 2 tab which will be displayed.
Go To Secondaries Room Tab 3	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 3 tab which will be displayed.
Go To Secondaries Room Tab 4	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 4 tab which will be displayed.
Go To Secondaries Room Tab 5	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 5 tab which will be displayed.
Go To Secondaries Room Tab 6	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 6 tab which will be displayed.
Go To Secondaries Room Tab 7	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 7 tab which will be displayed.
Go To Secondaries Room Tab 8	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the secondary 8 tab which will be displayed.
Go To Secondaries Room Tab Advanced	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Advanced tab which will be displayed.
Go To Secondaries Room Tab Basic	Displays the Secondaries room tab. All other tabs in the room will be in the same state as they were when the room was last used except the Basic tab which will be displayed.
Go To Setup Room	Displays the Setup room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Go To Still Store Room	Displays the Still Store room tab. All other tabs in the room will be in the same state as they were when the room was last used.
Green Channel Waveform	Display the green channel on the waveform.
Histogram Waveform	Display the histogram on the waveform.

Luma Y Waveform	Display the luma channel on the waveform.
Merge Edit	Joins two shots separated by a through edit at the current position of the playhead into a single shot.
Next Edit	Move to the next edit (clip) or end.
Next Grade	On the current clip move to the next grade. If one does not exist create one up to a maximum of 4.
Next Secondary	On the current clip in the Secondaries room tab step forward through the secondaries tabs 1 to 8.
Overlay Waveform	Display overlay on the waveform.
Parade Waveform	Display parade on the waveform.
Paste Current Grade (Bank 1)	On the current clip paste the grade from bank 1.
Paste Current Grade (Bank 2)	On the current clip paste the grade from bank 2.
Paste Current Grade (Bank 3)	On the current clip paste the grade from bank 3.
Paste Current Grade (Bank 4)	On the current clip paste the grade from bank 4.
Paste Current Grade (Bank 5)	On the current clip paste the grade from bank 5.
Previous Edit	Move to the previous edit (clip) or start.
Previous Grade	On the current clip move to the previous grade.
Previous Secondary	On the current clip in the Secondaries room tab step backward through the secondaries tabs 1 to 8.
Print Queue	Render all events in the queue.
Red Channel Waveform	Display the red channel on the waveform.
Reset Grade	On the current clip reset the selected grade.
Revert Project	Reverts the project back to its last saved state.
Save Project	Saves the project.
Set As Beauty Grade	Tags the current grade as the "master" grade. For finishing it will render with that grade only.
Set Player Marker In	Set the player in marker.
Set Player Marker Out	Set the player out marker.
Set Scope Resolution 100%	Set the vector scope resolution to 100%.
Set Scope Resolution 25%	Set the vector scope resolution to 25%.
Set Scope Resolution 50%	Set the vector scope resolution to 50%.
Set Scope Resolution 75%	Set the vector scope resolution to 75%.
Still Store Transition Bottom To Top	Sets the still store transition angle to 90 degrees.
Still Store Transition Left To Right	Sets the still store transition angle to 180 degrees.
Still Store Transition Right To Left	Sets the still store transition angle to 0 degrees.
Still Store Transition Top To Bottom	Sets the still store transition angle to -90 degrees.
Store Still	On the current clip create a new still.
To Project End	Go to the end of the project.
To Project Start	Go to the start of the project.
Toggle Grading	On the current clip toggle between showing the grade and the identity of the clip.
Toggle Mouse Emulator On Left Trackerball	Turns the left trackerball into a mouse.
Toggle Mouse Emulator On Center	Turns the center trackerball into a mouse.

Trackerball	
Toggle Mouse Emulator On Right Trackerball	Turns the right trackerball into a mouse.
Toggle Playback Mode	Change the playback mode between play through all clips or play through just the active clip.
Toggle Secondary	On the current clip enable or disable the secondary for the current secondary tab displayed (1 to 8).
Toggle Secondary In/Out	On the current clip enable or disable the secondary's inner or outer control for the current secondary tab displayed (1 to 8).
Toggle Secondary Vignette	On the current clip enable or disable the secondary's vignette for the current secondary tab displayed (1 to 8).
Toggle StillStore	Set the still to be shown or hidden.

13. Mouse Emulator:

We have added a mouse emulator which turns a trackerball and its reset buttons into mouse.

There are two ways you can access this from the Wave panel, both are configured through the mapper:

13.1. Program mouse on a trackerball:

If you look in the Secondaries room in the Wave Control Mapper you will see the following new trackerball parameter:

Mouse / Scroll

This is like all other controls that are mapped to the panel using the Wave Control Mapper, so you can assign it to any trackerball in any room and it can also be an ALternative function on a trackerball.

13.2. Program mouse toggle on a button:

If you look in the list of actions you can assign to a button you will see three new entries:

- Toggle Mouse Emulator On Left Trackerball.**
- Toggle Mouse Emulator On Center Trackerball.**
- Toggle Mouse Emulator On Right Trackerball.**

This is like all other controls that are mapped to the panel using the Wave Control Mapper, so you can assign it to any button in any room and it can also be an ALternative action.



13.3. So why two methods?

In "program mouse on a trackerball" this uses up one of your trackerballs (or ALternative trackerball) spaces in a room. It might be tricky if you want the trackerballs to be active and doing the same thing in each room to find a

“free” space to program the mouse. The thing to remember is that when you “program a mouse on a trackerball” it is just like programming “Shadows / Master” or “Position / Scale” on a trackerball and it behaves just like any of these type of trackerball controls, including holding down the ALT button if it’s an ALTernative function.

Now, to save you using up a “free” trackerball space you can “program mouse on a toggle button”. What you are doing here when you press the button you’ve assigned this action to is to switch on the mouse emulator for the trackerball you’ve chosen. This overrides what was on that trackerball until you press the button again, which switches the mouse emulator off. So for example, program Toggle Mouse Emulator On Center Trackerball to be button F1 in every room. Now when you want to access the mouse in any room, just press F1. When you’re done using the mouse emulator, just press F1 again to turn it off. You’ll note that the display above the trackerball you’re using will show “mouse” in the centre when mouse emulator is on and you’re using the “program mouse on a toggle button” method.

When using the Mouse / Scroll, the controls are mapped as follows:

	Mouse secondary button click.
	Mouse primary button click.
Trackerball	Moves the mouse pointer.
Dial	Mouse scroll wheel.

Note: mouse control is not intended for use outside of Color.