Version 1.40 of the DPS24 ak.Sys introduces many new features that make it possible to operate many more features from within ak.Sys rather than it being just a scrolling track display. These are listed as follows.

FUNCTION	AK.SYS SHORTCUT	NOTES
STOP	numpad 0	
PLAY	numpad ENTER	Spacebar also toggles PLAY/STOP
RECORD	numpad *	Only active when the DPS is in PLAY
FAST FORWARD	numpad 6	
REWIND	numpad 4	
FORWARD SHUTTLE (x5)	numpad 9	
REVERSE SHUTTLE (x5)	numpad 7	
PLAY TO	numpad 1	
PLAY FROM	numpad 3	
PLAY OVER	numpad .	
PLAY IN>OUT	naumpad 2	
LOOP IN>OUT	numpad 5	
SET IN	I	
SET OUT	O	
UNDO	Ctrl + Z	Or right-click on track display and select UNDo from the menu
REDO	Ctrl + Y	Or right-click on track display and select REDO from the menu
PRE-ROLL ON/OFF	Ctrl + P	Or click on the PRE-ROLL indicator on the ak.Sys screen
CYCLE ON/OFF	Ctrl + numpad 8	Or click on the CYCLE indicator on the ak.Sys screen
EDIT SELECT	F1 - F12	Select Tracks 1-12
	Shift + F1 - F12	Select Tracks 13 - 24
EXT TIMECODE SYNC	Ctrl + T	Or click on the EXT T/C indicator on the ak.Sys screen
REL/ABS TIMECODE DISPLAY	Ctrl + R	Or click on the REL/ABS indicator on the ak.Sys screen
DISPLAY SELECT (BBC/SMPTE)	Ctrl + D	Or click on the BBC indicator on the ak.Sys screen
TRACK NAME DISPLAY	T	
AK.SYS ZOOM OPERATIONS		
ZOOM IN (timeline)	Shift + Cursor Right	
ZOOM OUT (timeline)	Shift + Cursor Left	
ZOOM IN (waveform amplitude)	Shift + Cursor Up	
ZOOM OUT (waveform amplitude)	Shift + Cursor Down	
TIMELINE NUDGE OPERATIONS		
Move timeline forward one pixel	numpad +	
Move timeline back one pixel	numpad -	

Other functions available in DPS24 ak.Sys:

REC SELECT   Click on rec select indicators on ak.Sys screen

TRACK MUTE   Click on track mute indicators on ak.Sys screen

LOCATE (GOTO) AUTOLOCATOR

G   While in this dialog, pressing HOME/END will locate to the project start or end.

Pressing I or O will locate to In point/Out point.

Pressing numpad +/- will locate to the next/previous cue.

NOTE: Next/previous cue operations don't close the dialog box to facilitate easy multiple use of the function (e.g. to locate forward three cues)

LOCATE (GOTO) TIMELINE POSITION

Shift+G   Numbers entered are shifted in from the right, overwriting the original value progressively. This allows small modifications to be made (eg previous locate at 1:00:00:01, locate to 1:00:00:23 only requires the user to type "23 ENTER").   : ; . , will shift numbers entered up to the next separator and insert 00 or 01 depending on whether SMPTE or BBC mode is selected. This makes for easy entry of, say 1:00:00:00 (user types "1 . . . RETURN"). DEL will zero the display. HOME will reset the overwrite mode. Locate entry box remembers position of previous locate.

NOTE: Double-clicking on the locate markers below the track display will locate the transport to the stored position (precisely).

Less precise location of the transport can be achieved by double-clicking in free space on the locator bar.

MODIFY AUTOLOCATORS

M   Select item in the list for modification then TAB, double-click, press Edit or click on the name field to edit autolocator name.

TAB or click on the Position field to edit tjhe locate position – the position entry box behaves the same as the Locate To Timeline position entry box described above.

NEW adds a new Autolocator at the first available position.

Select an item in the list and press DEL to delete an Autolocator memory.

NOTE 1: Changes are not committed until Store (or RETURN) is pressed, so many changes can be made in one pass.

NOTE 2: The In/Out and locator markers on the locator bar along the bottom of the screen can be dragged to reposition them if you hold down the Ctrl key before clicking on them.

EDIT OPERATIONS

COPY	Ctrl+C (or right-click on the track display and select the edit operation from the pop-up menu).
CUT	Ctrl+X (or right-click on the the track display and select the edit operation from the pop-up menu).
ERASE	Shift+DEL (or right-click on the track display and select the edit operation from the pop-up menu).
INSERT	Shift+INSERT (or right-click on the track display and select the edit operation from the pop-up menu).
PASTE	Ctrl+V (or right-click on the track display and select the edit operation from the pop-up menu).
MOVE	Right-click on the track display and select the edit operation from the pop-up menu.

EDIT TRACK SELECT

Selecting tracks for edit can be done in several ways:

1   Click on the edit select indicators to select a track for edit, leaving the in/out times unaltered.

2   Single-click on a cue to select it exclusively for edit - this will select only the chosen track, leaving the In/Out times unaltered.

3   Ctrl-Click on a cue to add it to the tracks selected for edit (or to remove it if it is already selected), leaving the In/Out times unaltered.

4   Double-click on a cue to select it exclusively for edit and to change the in/out times to the bounds of the cue.

5   Ctrl-Double-click on a cue to add it to the tracks selected for edit and extend the in/out times to the bounds of the cue if those bounds are before the current in time/after the current out time. This will remove a track from the current selection if it's already selected.

6   Click on the track display and drag the mouse – this allows selection of multiple tracks and sets the in/out points to the bounds of the selection rectangle.

These mechanisms can be used in any combination (ie.g. click & drag to select tracks 1-12 then Ctrl-click to add track 21 to the selection)

The In/Out and locator markers on the locator bar along the bottom of the screen can be dragged to reposition them if you hold down the Ctrl key before clicking on them.

Double-clicking on these markers will locate the transport to the stored position (precisely).
Less precise location of the transport can be achieved by double-clicking in free space on the locator bar.

The right-click menus on the track display also have operations entitled Previous In/Out and Next In/Out. This provides an internal undo/redo mechanism for edit region selections.