

Resolve 8

Nav - Navigation button shows six master menus:

When in master menu mode, depressing the knob will select the menu indicated.

When in master menu mode, selecting the page < and page > buttons toggles master menus.

When in the normal menu mode, selecting the page < and page > buttons toggles through the menus.

| Pages | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------------|---------------|---------------|---------------|---------|--------------|---|
| Master A | Input Sizing | Primary | Offset | Windows | Windows 2 | |
| Master B | Hue Qualifier | Sat Qualifier | Lum Qualifier | Key | Still | |
| Master C | Curves | YSFX | Clip | Soft | Stereoscopic | |

| | | | | | | |
|-----------|-------------|--------------|-----------------|------------------|-------------|-------------|
| A1 | Pan Image | Tilt Image | Zoom Image | Rotate Image | H Size | V Size |
| A2 | Lum Lift | Lum Gamma | Lum Gain | Sat | Hue | Lum Mix |
| A3 | Red Offset | Green Offset | Blue Offset | Master Offset | Blur Radius | H/V Ratio |
| A4 | Zoom Window | Aspect | Rotate Window | Softness | Pan Window | Tilt Window |
| A5 | Zoom Window | Aspect | Inside Softness | Outside Softness | Pan Window | Tilt Window |

| | | | | | | |
|-----------|----------------|------------------|---------------|-----------------|---------------|----------------|
| B1 | Hue Centre | Hue Width | Hue Soft | Hue Sym | Q.Blur Radius | Q. H/V Ratio |
| B2 | Sat Low Clip | Sat Low Soft | Sat Hi Clip | Sat Hi Soft | Shrink Radius | Shrink Offset |
| B3 | Lum Low Clip | Lum Low Soft | Lum Hi Clip | Lum Hi Soft | Q.Blur Radius | Q. H/V Ratio |
| B4 | Qualifier Gain | Qualifier Offset | Post Mix Gain | Post Mix Offset | Ext Key Gain | Ext Key Offset |
| B5 | Wipe Position | | | | | |

| | | | | | | |
|-----------|-------------|---------------|--------------|--------------|----------------|----------------|
| C1 | Lum Curve | Red Curve | Green Curve | Blue Curve | Master Hi Clip | Master Lo Clip |
| C2 | Lum YSFX | Red YSFX | Green YSFX | Blue YSFX | Master Hi Soft | Master Lo Soft |
| C3 | Red Hi Clip | Green Hi Clip | Blue Hi Clip | Red Low Clip | Green Low Clip | Blue Low Clip |
| C4 | Red Hi Soft | Green Hi Soft | Blue Hi Soft | Red Low Soft | Green Low Soft | Blue Low Soft |
| C5 | 3D Pan | 3D Tilt | 3D Zoom | 3D Rotate | Convergence | |

| Control | | |
|---------|----------------|--------------------------|
| ◀ | Reverse Play | L SHIFT ◀ Step Node < |
| ■ | Stop | L SHIFT ▶ Step Node > |
| ▶ | Play | R SHIFT ◀ Previous Clip |
| ◀ | Previous Frame | R SHIFT ▶ Next Clip |
| ▶ | Next Frame | |

| Trackball Resets | | Trackball & Ring | |
|------------------|--------------------|------------------|---------------|
| R1 | Reset Lift Master | Ring 1 | Lift Master |
| R2 | Reset Lift RGB | Trackball 1 | Lift Balance |
| R3 | Reset Gamma Master | Ring 2 | Gamma Master |
| R4 | Reset Gamma RGB | Trackball 2 | Gamma Balance |
| R5 | Reset Gain Master | Ring 3 | Gain Master |
| R6 | Reset Gain RGB | Trackball 3 | Gain Balance |
| Left Shift R2 | Reset Level Lift | | |
| Left Shift R2 | Reset Level Gamma | | |
| Left Shift R2 | Reset Level Gain | | |

| Nodes | | View | | Tracking/Session | |
|-------|------------------------|---------------|--------------------|------------------|------------------|
| F1 | Basemem | Left Shift F1 | Basemem Reset | Right Shift F1 | Track Forward |
| F2 | Highlight | Left Shift F2 | HighlightBW | Right Shift F2 | Track Reverse |
| F3 | Add Serial | Left Shift F3 | Grab Still | Right Shift F3 | Auto Color |
| F4 | Add Parallel | Left Shift F4 | Play Still | Right Shift F4 | Proxy |
| F5 | Add Outside | Left Shift F5 | Loop | Right Shift F5 | Add Version |
| F6 | Enable/Disable Current | Left Shift F6 | Enable/Disable All | Right Shift F6 | Default Version |
| F7 | Delete Current | Left Shift F7 | Wipe Invert | Right Shift F7 | Previous Version |
| F8 | Undo | Left Shift F8 | Wipe Type | Right Shift F8 | Next Version |
| F9 | Redo | Left Shift F9 | Save | Right Shift F9 | Render |

| Power Windows | | Window Nodes/Dynamics | |
|---------------|----------------|-----------------------|-------------------|
| Bank 1 F1 | CPW | Bank 2 F1 | Node + CPW |
| Bank 1 F2 | LPW | Bank 2 F2 | Node + LPW |
| Bank 1 F3 | PPW | Bank 2 F3 | Node + PPW |
| Bank 1 F4 | PCW | Bank 2 F4 | Node + PCW |
| Bank 1 F5 | Window Outline | Bank 2 F5 | Mark |
| Bank 1 F6 | | Bank 2 F6 | Start Dynamic |
| Bank 1 F7 | Matte/Mask | Bank 2 F7 | Delete Mark |
| Bank 1 F8 | In/Out | Bank 2 F8 | Previous Keyframe |
| Bank 1 F9 | Master Invert | Bank 2 F9 | Next Keyframe |

Memories

| | | | |
|-----------|------------|-----------|------------|
| CG1 | Save Mem A | PG1 | Load Mem A |
| CG2 | Save Mem B | PG2 | Load Mem B |
| CG3 | Save Mem C | PG3 | Load Mem C |
| CG4 | Save Mem D | PG4 | Load Mem D |
| Shift CG1 | Save Mem E | Shift PG1 | Load Mem E |
| Shift CG2 | Save Mem F | Shift PG2 | Load Mem F |
| Shift CG3 | Save Mem G | Shift PG3 | Load Mem G |
| Shift CG4 | Save Mem H | Shift PG4 | Load Mem H |