

general	
undo the last manual action on trajectories (e.g. moving point)	[^] Ctrl / ⌘ Cmd + z
redo the last action that was reverted via [^] Ctrl / ⌘ Cmd + z	[^] Ctrl / ⌘ Cmd + ⇧ Shift z
toggles tracking online calculation	⇧ Shift + t
toggles recognition	⇧ Shift + r
export trajectories	⇧ Shift + e
toggles "show only" and "show only list"	⇧ Shift + a
change the displayed person (if show only is enabled)	Arrow up/Arrow down
change the displayed person (if show only is enabled)	[^] Ctrl / ⌘ Cmd + mouse scroll wheel
trajectory creation/manipulation	
inserts new or moves existing trajectory point	[^] Ctrl / ⌘ Cmd + double-click left mouse button
inerts new or moves near trajectory point and enables showing only the modified trajectory	⇧ Shift + double-click left mouse button
moves trajectory point under cursor	⌥ Alt / ⌘ option + holding left mouse button
splits trajectory before current frame	[^] Ctrl / ⌘ Cmd + ⇧ Shift + double-click left mouse button
trajectory deletion	
deletes a trajectory	[^] Ctrl / ⌘ Cmd + double-click right mouse button
deletes the past part of the trajectory	⇧ Shift + double-click right mouse button
deletes the future part of the trajectory	⌥ Alt / ⌘ option + double-click right mouse button

video navigation	
toggles between pause and last play direction	space
jumps to frame of trajectory point under cursor	[^] Ctrl / ⌘ Cmd + ⌘ Alt / ⌘ option + double-click left mouse button
zooms in and out to or from the pixel of the image at the position of the mouse pointer	mouse scroll wheel
plays forwards or backwards frame by frame	⇧ Shift + mouse scoll wheel
moves image	holding left mouse button
frame backward/forward	Arrow left/Arrow right
jump backward/forward for an interval of seconds	j/l
hints	
<ul style="list-style-type: none"> • Beside the space bar and [^] Ctrl / ⌘ Cmd + z all bindings only work with focus on the video/sequence • You can find further key bindings next to the entries of the menus 	