

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
inserts 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
jumps to start of selected trajectory	⇧ Shift + s
jumps to end/"destination" of selected trajectory	⇧ Shift + d
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 scroll 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

- 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