

Reason Keyboard Shortcuts PDF

A deeper Reason shortcut PDF grouped by real production workflow: transport, views, writing, editing, mixing, export and practice drills.

1. How to learn Reason shortcuts

This is not a shortcut trivia sheet. It is a way to build speed while producing. Learn the commands attached to the jobs you repeat every session: start, stop, record, change views, duplicate, split, loop, edit, mix and export.

Transport

Views

Edit

Arrange

Mix

Export

Learn shortcuts by workflow zone, not by memorising a giant list.

- Learn shortcuts by workflow zone instead of trying to memorise a giant official list.
- Start with transport, view switching, duplicate, split/cut, save, undo and loop/cycle.
- Use this PDF for one week with a real project open.
- Do not customise everything immediately. First learn the default muscle memory for the DAW.

Drill: open an unfinished project and do the first ten minutes without menus. Write down the first three shortcuts you wished you knew faster.

2. Transport and recording

Transport shortcuts keep you listening. If you need to reach for the mouse every time you stop, loop, record or return to a section, the DAW keeps pulling you out of musical judgment.

Play



Record



Loop



Stop



Save

Main workflow

Shortcut	Job
Space	Play/stop
R	Record
Tab	Flip rack front/rear view
F5	Mixer
F6	Rack
F7	Sequencer
F8	Tool window

Habit	Why it helps
Save before recording	Protects good takes and experiment versions
Loop a short section	Lets you hear timing and tone problems clearly
Record quickly	Captures ideas before editing brain takes over
Stop and listen	Prevents endless overdubbing over a weak idea

3. Window and view control

Fast producers are not rushing. They simply lose less time moving around the DAW. View shortcuts make the mixer, editor, browser and arrangement feel like one workspace.

Transport

Views

Edit

Arrange

Mix

Export

Learn shortcuts by workflow zone, not by memorising a giant list.

- Fast view switching keeps the idea moving.
- Open the mixer before levels become confusing.
- Open editors only long enough to solve the note, audio or automation problem.
- Close or hide panels that are not helping the current job.

View job	Question to ask
Arrangement	Does the song energy change enough?
Editor	Is the note or audio timing right?
Mixer	Can I hear the important parts clearly?
Browser	Am I choosing a sound or avoiding a decision?

4. Editing commands

Editing shortcuts matter because arrangement is mostly repetition with controlled variation. Duplicate quickly, split cleanly, remove clutter and commit the good parts before they get buried.

Select



Duplicate



Split



Move



Commit

Editing and rack building

Shortcut	Job
Cmd/Ctrl + D	Duplicate selected device/clip
Cmd/Ctrl + G	Group devices into Combinator where available
Cmd/Ctrl + Z	Undo
Cmd/Ctrl + S	Save
M	Mute selected part where mapped
S	Solo selected track where mapped

- Duplicate sections first, then remove elements to create contrast.
- Split clips at musical points, not random screen positions.
- Delete weak fills and unnecessary layers quickly.
- Use undo freely, but save named versions before major structural changes.

5. Arrangement workflow

The best shortcut habit is getting out of the loop. Use duplication, locators, markers, split commands and mute/solo commands to make a full timeline before the eight-bar idea becomes stale.

Intro

Main section

Breakdown

Build

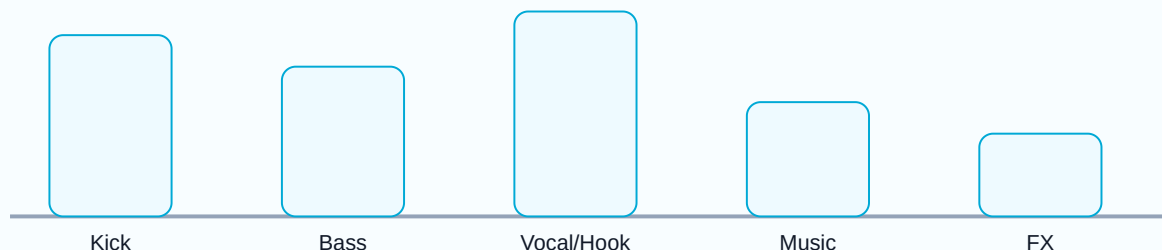
Final section

- Use shortcuts to duplicate sections, then remove parts for contrast.
- Create markers or locators before polishing.
- Commit bounced or consolidated parts once the sound is approved.
- Export a rough arrangement before adding more plugins.

Section	Shortcut job
Intro	Duplicate a stripped version of the groove
Main section	Bring back drums, bass and hook
Breakdown	Mute low end and expose emotion
Build	Automate, repeat, cut and prepare impact
Final section	Reuse the strongest idea with one meaningful change

6. Mixing and routing workflow

Shortcut speed matters in mixing because you need to compare quickly: mute, solo, switch views, open the mixer, adjust groups and return to the arrangement without losing perspective.

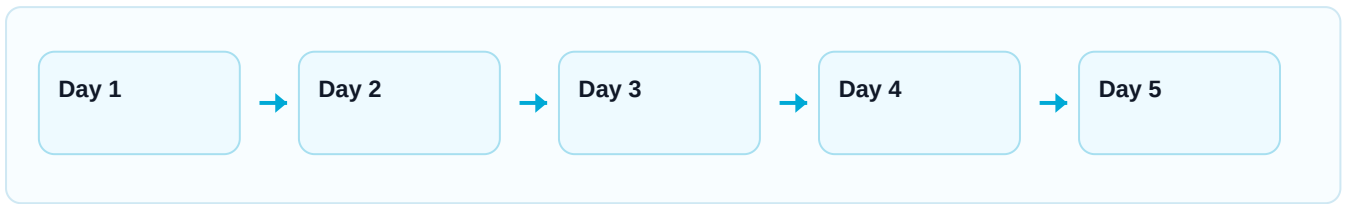


- Use shortcut habits to keep mixer, groups and sends visible.
- Name and group tracks before deep processing.
- Use keyboard commands for mute, solo and view switching during balance checks.
- Learn the quickest route to automation because mix movement often solves more than static processing.

Mix action	Purpose
Mute/solo	Find masking and unnecessary layers
Mixer view	Check group balance and routing
Automation view	Create section movement
Duplicate/bounce	Commit approved sounds and save CPU

7. Practice drill

The goal is not to become a keyboard purist. The goal is to remove friction from the jobs that interrupt your creative flow. Run this five-day drill with one real project.



- Day 1: transport and save only.
- Day 2: views and mixer switching.
- Day 3: duplicate, split and delete.
- Day 4: loop/cycle, record and quantize where relevant.
- Day 5: build a 60-second arrangement without menu diving.
- Bonus: print the finished rough mix and write which shortcuts actually saved time.

Always check the official Reason shortcut reference too, because OS, keyboard layout, version and custom mappings can change defaults.