## **DVT Eclipse IDE /** KEYBOARD SHORTCUTS

BASIC	CEDITING
Ctrl + Alt + =	Toggle editor emulation (eclipse, vi, emacs)
Ctrl + M	Maximize or un-maximize editor
Ctrl + S	Save current file
Ctrl + Shift + S	Save all files
Ctrl + F4	Close current file
$\begin{bmatrix} Ctrl \end{bmatrix} + \begin{bmatrix} Z \end{bmatrix} / \begin{bmatrix} Ctrl \end{bmatrix} + \begin{bmatrix} Shift \end{bmatrix} + \begin{bmatrix} Z \end{bmatrix}$	Undo / Redo
Ctrl + C / Ctrl + X / Ctrl + V	Copy / Cut / Paste
Ctrl + D	Delete current line
Alt + Alt +	Move current line or selection up/down
Ctrl + /	Comment/uncomment lines
	Change selection to all upper / lower case
Alt + Shift + ↑ / Alt + Shift + ↓	Expand selection to next level / reduce previously expanded selection
Ctrl + Shift + A	Toggle Block Selection
Shift + Alt + O	Toggle Mark Occurrences

	SMART EDITING
Ctrl + Shift + F	Format file or selection
Ctrl + Space	Autocomplete - press twice for code templates, press three times for autoinstance
Ctrl + 1	Get Quick Fix / Quick Assist proposals
Shift + Alt + R	Rename element and all usages $\star$
Ctrl + Shift + =	Expand macro inline - cursor on the macro call
Ctrl + =	Collapse macro inline expansion - cursor on the @DVT_EXPAND_MACRO_INLINE_START pragma

SMADT EDITING

	SMART NAVIGATION
Ctrl + 🔭	Hyperlink to declaration, implementation, show usages, jump to assignment,
F2	Show tooltip *
Ctrl + Shift + Space	Show positional tooltip-cursor on argument/port connection to see corresponding method parameter / port definition
F3	Go to declaration*
Ctrl + F3	Open the hyperlink actions menu — to get the same options as Ctrl + mouse over identifier *
Ctrl + Shift + G	Find usages in workspace*
Ctrl + Shift + M	Find usages in file *
Ctrl + H	Open Search dialog to search across project for plain text or specific elements like types, methods, variables
Ctrl + . / Ctrl + ,	Jump to next / jump to previous compiler syntax warning or error in the editor
Ctrl + I	Open Quick Compile Order to quickly locate and open a compiled file
Ctrl + O	Open Quick Outline to quickly move around in large files
Ctrl + Shift + T	Open Quick Types to quickly locate and go to a specific type definition
Ctrl + Shift + D	Open Quick Macros to quickly locate and go to a macro definition
Ctrl + T	Open Quick Type Hierarchy to quickly inspect type hierarchy ${}^\bigstar$
Ctrl + Shift + O	Open Quick Layers to quickly go to an extension/implementation *
F4	Show Type Hierarchy View to see the inheritance tree and members of a class ${\color{blue}\star}$
Shift + F3	Show Layers View to see all extensions / implementations *
Shift + F4	Show Design Hierarchy View to see the design structure $^{\bigstar}$
Shift + F6	Show Verification Hierarchy View to see the UVM components tree ${\color{red}\star}$
Ctrl + Alt + H	Show Call Hierarchy View to see the call tree of a method ${\color{red}\star}$
Ctrl + Alt + Shift + S	Show UVM Sequence Tree View to see the sub-sequence tree of a sequence ★

BASIC NAVIGATION		
Ctrl + E	Show list of open editors — use arrow keys and press Enter to switch	
Ctrl + F6 / Ctrl + Shift + F6	Show list of open editors — similar to Ctrl+E, but switches immediately upon release of Ctrl	
Ctrl + Page down / Ctrl + Page up	Switch to next editor tab / Switch to previous editor tab	
Alt	Go back / forward in the navigation history — similar with a browser	
Ctrl + Q	Go to last location edited	
Ctrl + L	Go to line	
	Jump one word to the left / one word to the right	
Ctrl + Shift + P	Go to the matching closing or opening bracket	
Ctrl + K / Ctrl + Shift + K	Go to the next / previous match of selected text	
Ctrl + F	Open find and replace in editor dialog	
Ctrl + Shift + R	Show the Open Resource dialog to locate and open any file — see also Ctrl + I Quick Compile Order	

OTI	HERS

Ctrl + Shift + L	Show all shortcuts
F5	Refresh content of selected element with local file system
Shift + Alt + P	Copy full path — of the file in the editor or selected in a view like Project Explorer or Compile Order
Ctrl + U	Open Quick Run dialog to select a Run Configuration to launch
Ctrl + 3	Open Quick Access dialog. UI elements such as commands, views, wizards, preference pages etc. can be accessed directly by typing their name

★ First place cursor on identifier. Some operations may require a specific identifier, for example to see the Call Hierarchy you must place the cursor on a method.

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