

emergent keyboard shortcuts

Standard navigation keys

Many readline keyboard shortcuts work in *emergent* and can greatly enhance productivity. The rest of this section shows how to interpret the *Standard* rows for all of the following sections. On OSX you can swap the Cmd and Ctrl (^) keys and Cmd+v is paste while ^v is Page Down.

Tab/Shift+Tab	Forward/Backwards through elements/interface
Page Up/Down	Move cursor to the top/bottom or first/last element
^Space	Enable select as you navigate mode.
^f	Move cursor forwards or expand node.
^b	Move cursor backwards or collapse node.
^n	Move cursor down one line. (Use with ^Space)
^p	Move cursor up one line. (Use with ^Space)
^a	Move cursor to first character of line
^e	Move cursor to last character of line
^d	Delete item in focus or all selected items.
^g	Deselect text or tree selection.
^x, ^w	Cut.
^c, Alt+w	Copy.
^v, ^y	Paste.

css console and text fields

Standard	~f/b/n/p/a/e/d/x/w/c/v/y.
^k	Put text from cursor to end of line on clipboard.
^y	Paste text from clipboard.
^l	Clear buffer.
^→	Move cursor one word forward.
^←	Move cursor one word backwards.
^Shift→	Highlight one word forward.
^Shift←	Highlight one word backwards.
On Mac Opt+	Use option instead of control.

Global project

Standard	Tab
^s	Save project (Mac Cmd+s).
^←	Backwards in navigation history
^→	Forwards in navigation history
F5	Refresh GUI.
^j, Alt+j	Move global focus left
^l, Alt+l	Move global focus right

Window frames

^1	Tree browser only
^2	Panel frame only
^3	Tree & panel frame
^4	3D frame only
^5	Tree & 3D frame
^6	Panels & 3D frame
^7	All frames

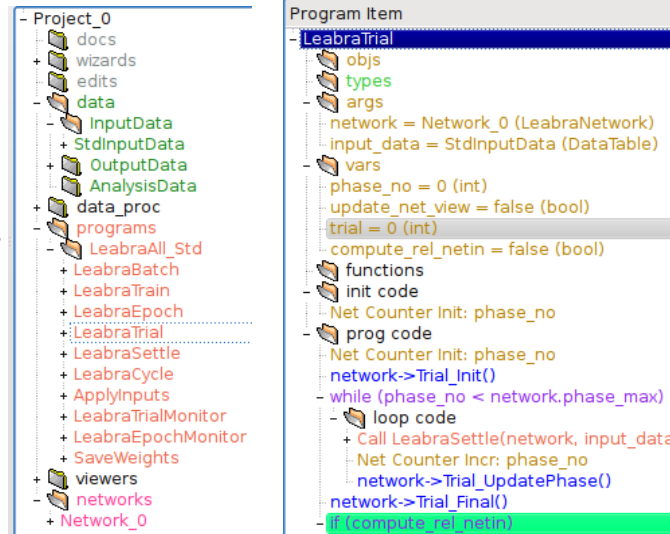
Control over Program run state

Init, Run, Step, Stop, Abort F8, F9, F10, F11, F12

Help Browser

Standard	Tab, Page, ~f/b/n/p/a/e/d/x/w/c/v/y.
F1	Help Browser.
^s	Toggle Search/Find focus.

Project tree and program tree



Standard	Page, ~Space/f/b/n/p/d/g/x/w/c/v/y.
Any 1-3 chars	Find as you type.
^i	New item below cursor.
Alt+f	Find from selected node.
^m	Duplicate element(s).

New items in the project tree

Find as you type works in project trees and is useful for creating new objects. For example, *da* followed by Enter (no chooser) or ^i (chooser) will create a new datatable. You can then press ^← to navigate back to where you were. Examples:

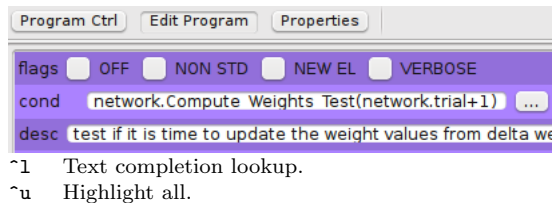
da Enter	New DataTable
pr Enter	New Program

New items in the program tree

Find as you type also works in program trees. For example, to create a new variable type *var Enter*, or to create a new object of a specific type, type *obj ^i*. Examples:

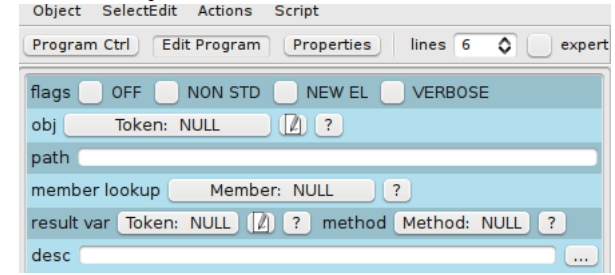
obj ^i Type	New obj
var ^i	New var
fun ^i	New fun

Text fields



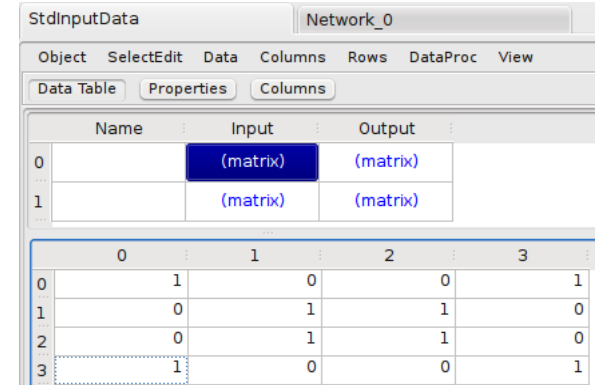
Edit panels

See the “Text fields” section for shortcuts that work on the text fields of edit panels.



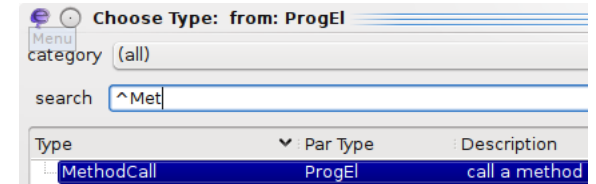
Standard	Tab
↑↓	(numeric field) Increase/decrease value.
↑↓	(dropdown) Move up/down.
First Character	(dropdown) Selects item.
ESC	Revert text field changes.
^Enter	Apply changes.
Space	Open token chooser and Check/uncheck flag.
^l	(expression fields) Lookup information.

DataTables and matrices



Standard	Page, ~f/b/n/p/a/e/c/v/d/g/y.
^t	Switch between table and matrix focus.
^i	Insert new row before selected row.
^m	Duplicate row.
^Space	Start editing cell.

Choosers



Standard	Tab, ~f/b/n/p/a/e/d/x/w/c/v/y.
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3D View

Arrow keys	Rotate
Shift + Arrow keys	Pan
-	Zoom-Out
+ or =	Zoom-In.