KEYMAP Visual Studio

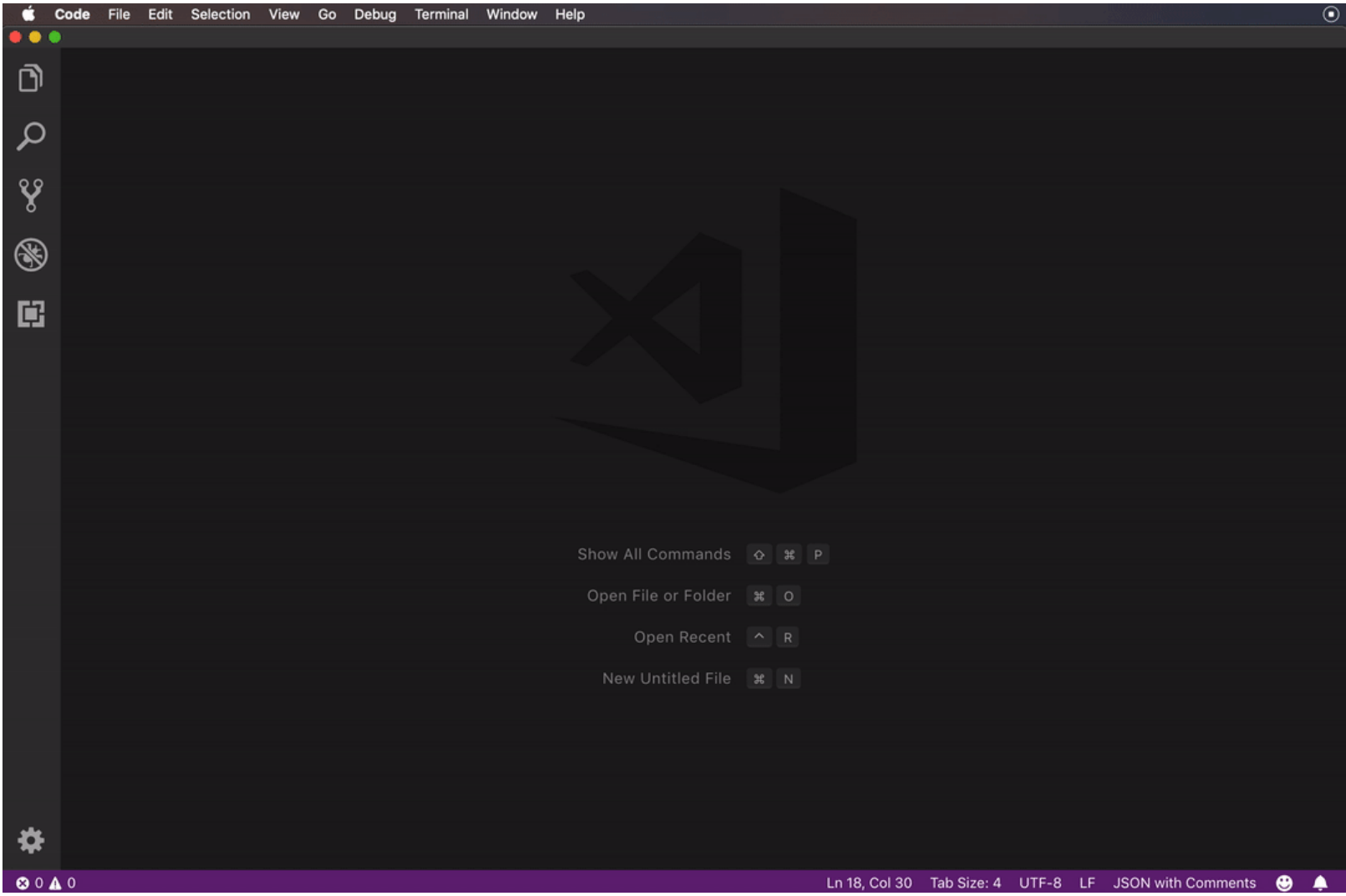
Key Bindings for Visual Studio Code

Visual Studio Code lets you perform most tasks directly from the keyboard. This page lists out the default bindings (keyboard shortcuts) and describes how you can update them.

Note: If you visit this page on a Mac, you will see the key bindings for the Mac. If you visit using Windows or Linux, you will see the keys for that platform. If you need the key bindings for another platform, hover your mouse over the key you are interested in.

Keyboard Shortcuts editor#

Visual Studio Code provides a rich and easy keyboard shortcuts editing experience using **Keyboard Shortcuts** editor. It lists all available commands with and without keybindings and you can easily change / remove / reset their keybindings using the available actions. It also has a search box on the top that helps you in finding commands or keybindings. You can open this editor by going to the menu under **File** > **Preferences** > **Keyboard Shortcuts**. (**Code** > **Preferences** > **Keyboard Shortcuts** on macOS)



Most importantly, you can see keybindings according to your keyboard layout. For example, key binding `Cmd+\` in US keyboard layout will be shown as `Ctrl+Shift+Alt+Cmd+7` when layout is changed to German. The dialog to enter key binding will assign the correct and desired key binding as per your keyboard layout.

For doing more advanced keyboard shortcut customization, read Advanced Customization.

Keymap extensions#

Keyboard shortcuts are vital to productivity and changing keyboarding habits can be tough. To help with this, **File** > **Preferences** > **Keymap Extensions** shows you a list of popular keymap extensions. These extensions modify the VS Code shortcuts to match those of other editors so you don't need to learn new keyboard shortcuts. There is also a Keymaps category of extensions in the Marketplace. See more in the Marketplace.

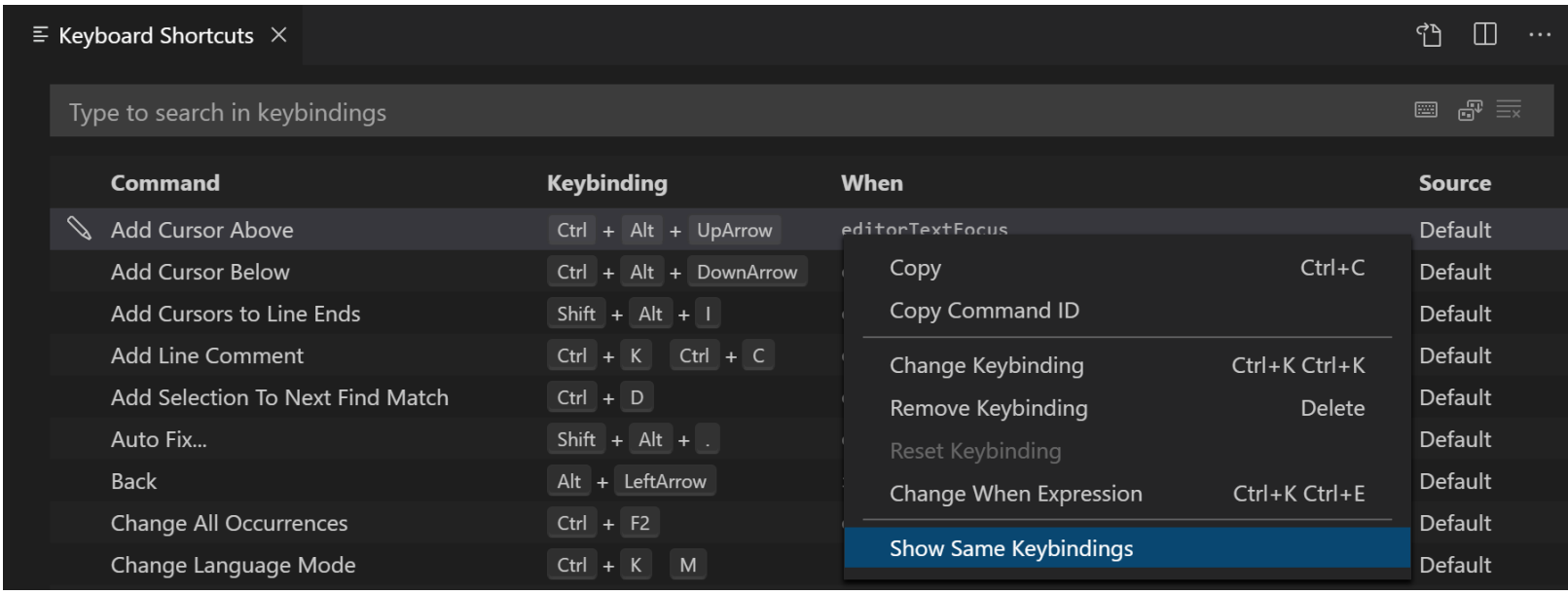
Keyboard Shortcuts Reference#

We also have a printable version of these keyboard shortcuts. **Help** > **Keyboard Shortcut Reference** displays a condensed PDF version suitable for printing as an easy reference.

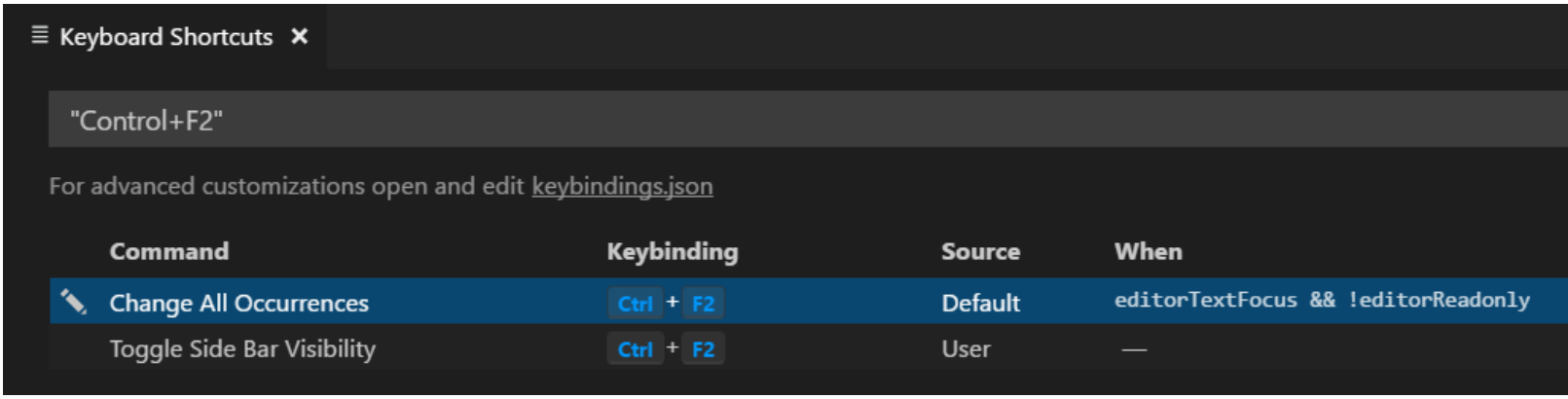
Detecting keybinding conflicts#

If you have many extensions installed or you have customized your keyboard shortcuts, you can sometimes have keybinding conflicts where the same keyboard shortcut is mapped to several commands. This can result in confusing behavior, especially if different keybindings are going in and out of scope as you move around the editor.

The **Keyboard Shortcuts** editor has a context menu command **Show Same Keybindings**, which will filter the keybindings based on a keyboard shortcut to display conflicts.



Pick a command with the keybinding you think is overloaded and you can see if multiple commands are defined, the source of the keybindings and when they are active.



Troubleshooting keybindings#

To troubleshoot keybindings problems, you can execute the command **Developer: Toggle Keyboard Shortcuts Troubleshooting**. This will activate logging of dispatched keyboard shortcuts and will open an output panel with the corresponding log file.

You can then press your desired keybinding and check what keyboard shortcut VS Code detects and what command is invoked.

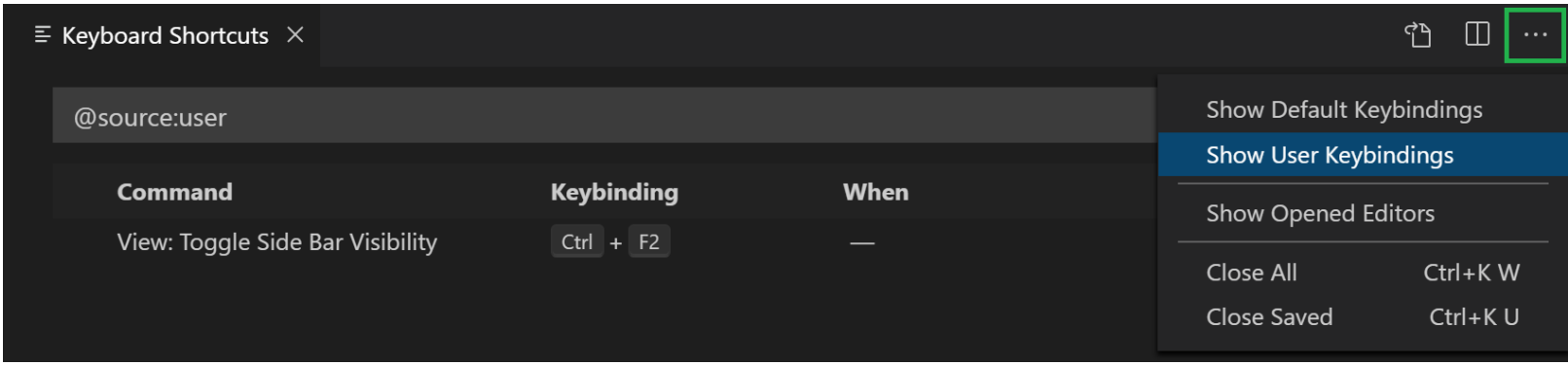
For example, when pressing `cmd+/` in a code editor on macOS, the logging output would be:

```
[KeybindingService]: / Received  keydown event - modifiers: [meta], code: MetaLeft, keyCode: 91, ke
y: Meta

[KeybindingService]: | Converted keydown event - modifiers: [meta], code: MetaLeft, keyCode: 57 ('M
eta')

[KeybindingService]: \ Keyboard event cannot be dispatched.

[KeybindingService]: / Received  keydown event - modifiers: [meta], code: Slash, keyCode: 191, key:
/

[KeybindingService]: | Converted keydown event - modifiers: [meta], code: Slash, keyCode: 85 ('/')

[KeybindingService]: | Resolving meta+[Slash]

[KeybindingService]: \ From 2 keybinding entries, matched editor.action.commentLine, when: editorTe
xtFocus && !editorReadonly, source: built-in.
```

The first keydown event is for the `MetaLeft` key (`cmd`) and cannot be dispatched. The second keydown event is for the `Slash` key (`/`) and is dispatched as `meta+[Slash]`. There were two keybinding entries mapped from `meta+[Slash]` and the one that matched was for the command `editor.action.commentLine`, which has the `when` condition `editorTextFocus && !editorReadonly` and is a built-in keybinding entry.

Viewing modified keybindings#

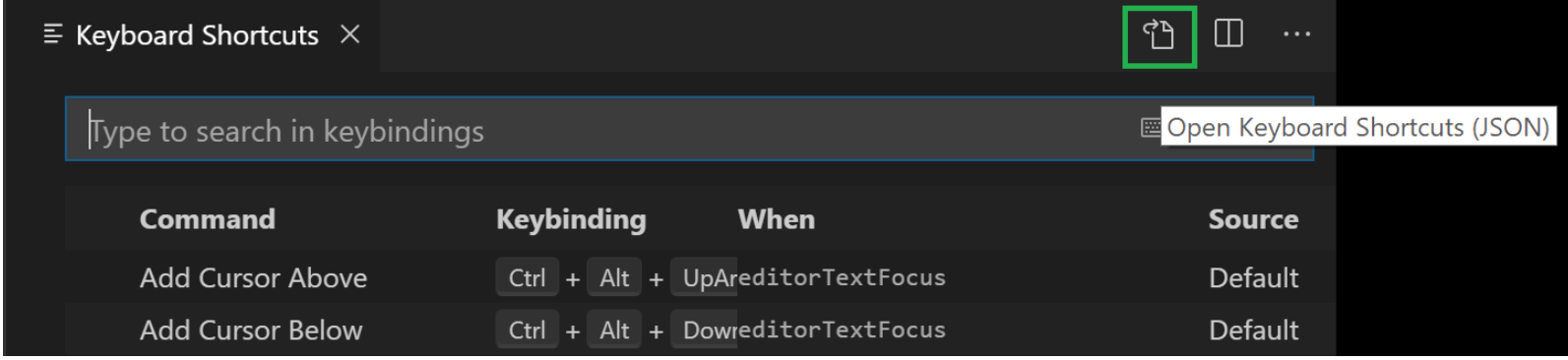
You can view any user modified keyboard shortcuts in VS Code in the **Keyboard Shortcuts** editor with the **Show User Keybindings** command in the **More Actions** (**...**) menu. This applies the `@source:user` filter to the **Keyboard Shortcuts** editor (**Source** is 'User').



Advanced customization#

All keyboard shortcuts in VS Code can be customized via the `keybindings.json` file.

- To configure keyboard shortcuts through the JSON file, open **Keyboard Shortcuts** editor and select the **Open Keyboard Shortcuts (JSON)** button on the right of the editor title bar.
- This will open your `keybindings.json` file where you can overwrite the Default Keybindings.



You can also open the `keybindings.json` file from the Command Palette (`Ctrl+Shift+P`) with the **Preferences: Open Keyboard Shortcuts (JSON)** command.

Keyboard rules#

Each rule consists of:

- a `key` that describes the pressed keys.
- a `command` containing the identifier of the command to execute.
- an **optional** `when` clause containing a boolean expression that will be evaluated depending on the current **context**.

Chords (two separate keypress actions) are described by separating the two keypresses with a space. For example, `Ctrl+K Ctrl+C`.

When a key is pressed:

- the rules are evaluated from **bottom** to **top**.
- the first rule that matches, both the `key` and in terms of `when`, is accepted.
- no more rules are processed.
- if a rule is found and has a `command` set, the `command` is executed.

The additional `keybindings.json` rules are appended at runtime to the bottom of the default rules, thus allowing them to overwrite the default rules. The `keybindings.json` file is watched by VS Code so editing it while VS Code is running will update the rules at runtime.

The keyboard shortcuts dispatching is done by analyzing a list of rules that are expressed in JSON. Here are some examples:

```
// Keybindings that are active when the focus is in the editor

{ "key": "home",            "command": "cursorHome",                "when": "editorTextFocus" },

{ "key": "shift+home",      "command": "cursorHomeSelect",          "when": "editorTextFocus" },


// Keybindings that are complementary

{ "key": "f5",              "command": "workbench.action.debug.continue", "when": "inDebugMode" },

{ "key": "f5",              "command": "workbench.action.debug.start",    "when": "!inDebugMode" },


// Global keybindings

{ "key": "ctrl+f",          "command": "actions.find" },
```

```
{ "key": "alt+left",        "command": "workbench.action.navigateBack" },
{ "key": "alt+right",       "command": "workbench.action.navigateForward" },

// Global keybindings using chords (two separate keypress actions)
{ "key": "ctrl+k enter",    "command": "workbench.action.keepEditor" },
{ "key": "ctrl+k ctrl+w",   "command": "workbench.action.closeAllEditors" },
```

Accepted keys#

The `key` is made up of modifiers and the key itself.

The following modifiers are accepted:

Platform	Modifiers
macOS	`Ctrl+`, `Shift+`, `Alt+`, `Cmd+`
Windows	`Ctrl+`, `Shift+`, `Alt+`, `Win+`
Linux	`Ctrl+`, `Shift+`, `Alt+`, `Meta+`

The following keys are accepted:

- `f1-f19`, `a-z`, `0-9`
- `` ` ``, `-`, `=`, `[`, `]`, `\`, `;`, `'`, `,`, `.`, `/`
- `left`, `up`, `right`, `down`, `pageup`, `pagedown`, `end`, `home`
- `tab`, `enter`, `escape`, `space`, `backspace`, `delete`
- `pausebreak`, `capslock`, `insert`
- `numpad0-numpad9`, `numpad_multiply`, `numpad_add`, `numpad_separator`
- `numpad_subtract`, `numpad_decimal`, `numpad_divide`

Command arguments#

You can invoke a command with arguments. This is useful if you often perform the same operation on a specific file or folder. You can add a custom keyboard shortcut to do exactly what you want.

The following is an example overriding the `Enter` key to print some text:

```
{
  "key": "enter",
  "command": "type",
  "args": { "text": "Hello World" },
  "when": "editorTextFocus"
}
```

The type command will receive `{"text": "Hello World"}` as its first argument and add "Hello World" to the file instead of producing the default command.

For more information on commands that take arguments, refer to Built-in Commands.

Removing a specific key binding rule#

You can write a key binding rule that targets the removal of a specific default key binding. With the `keybindings.json`, it was always possible to redefine all the key bindings of VS Code, but it can be difficult to make a small tweak, especially around overloaded keys, such as `Tab` or `Escape`. To remove a specific key binding, add a `-` to the `command` and the rule will be a removal rule.

Here is an example:

```
// In Default Keyboard Shortcuts

...

{ "key": "tab", "command": "tab", "when": ... },

{ "key": "tab", "command": "jumpToNextSnippetPlaceholder", "when": ... },

{ "key": "tab", "command": "acceptSelectedSuggestion", "when": ... },

...


// To remove the second rule, for example, add in keybindings.json:

{ "key": "tab", "command": "-jumpToNextSnippetPlaceholder" }
```

Keyboard layouts#

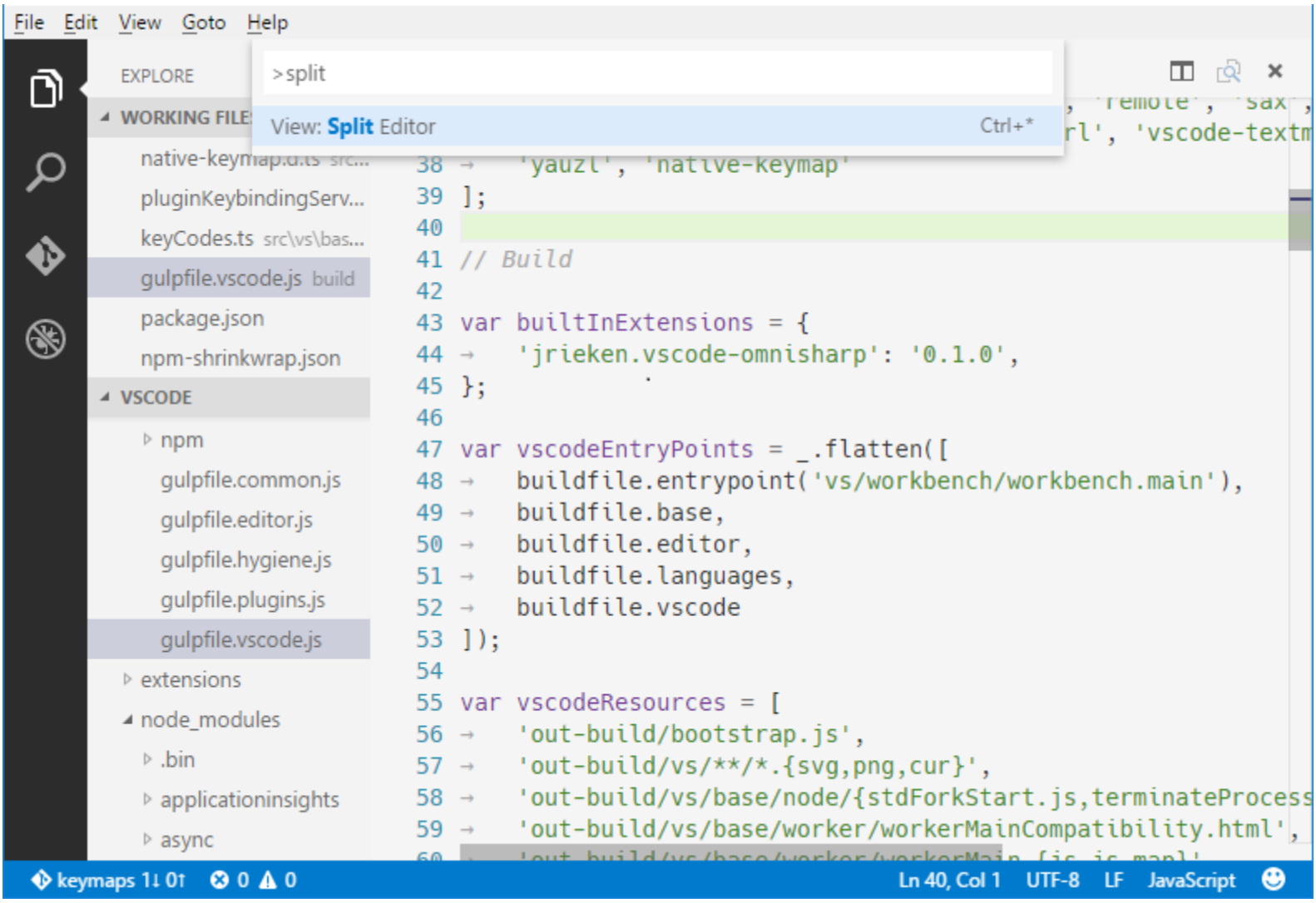
Note: This section relates only to key bindings, not to typing in the editor.

The keys above are string representations for virtual keys and do not necessarily relate to the produced character when they are pressed. More precisely:

- Reference: Virtual-Key Codes (Windows)
- `tab` for `VK_TAB` (`0x09`)
- `;` for `VK_OEM_1` (`0xBA`)
- `=` for `VK_OEM_PLUS` (`0xBB`)
- `,` for `VK_OEM_COMMA` (`0xBC`)
- `-` for `VK_OEM_MINUS` (`0xBD`)
- `.` for `VK_OEM_PERIOD` (`0xBE`)
- `/` for `VK_OEM_2` (`0xBF`)
- `` ` `` for `VK_OEM_3` (`0xC0`)
- `[` for `VK_OEM_4` (`0xDB`)
- `\` for `VK_OEM_5` (`0xDC`)
- `]` for `VK_OEM_6` (`0xDD`)
- `'` for `VK_OEM_7` (`0xDE`)
- etc.

Different keyboard layouts usually reposition the above virtual keys or change the characters produced when they are pressed. When using a different keyboard layout than the standard US, Visual Studio Code does the following:

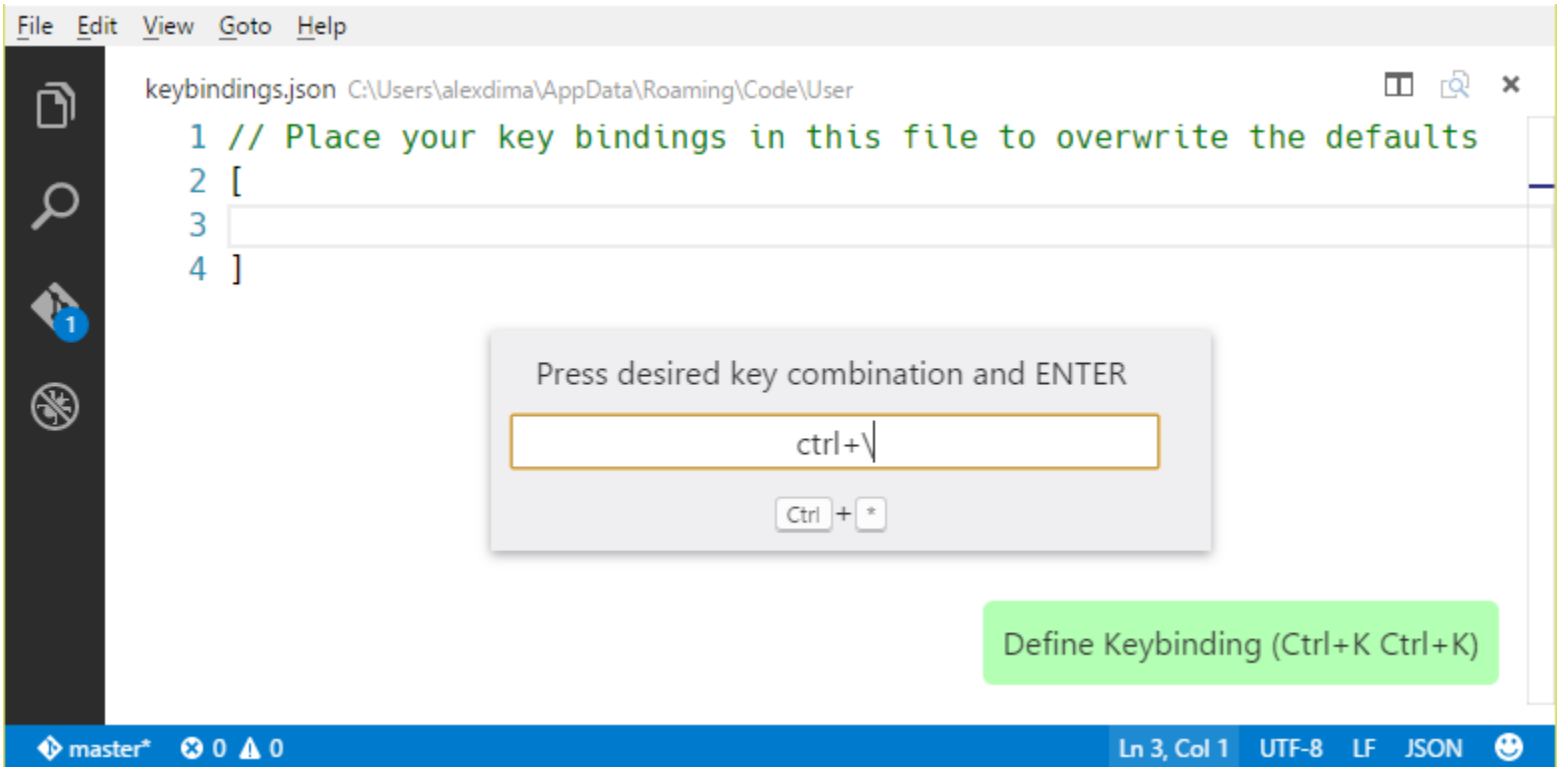
All the key bindings are rendered in the UI using the current system's keyboard layout. For example, `Split Editor` when using a French (France) keyboard layout is now rendered as `Ctrl+*`:



When editing `keybindings.json`, VS Code highlights misleading key bindings, those that are represented in the file with the character produced under the standard US keyboard layout, but that need pressing keys with different labels under the current system's keyboard layout. For example, here is how the **Default Keyboard Shortcuts** rules look like when using a French (France) keyboard layout:

There is also a widget that helps input the key binding rule when editing `keybindings.json`. To launch the **Define Keybinding** widget, press `Ctrl+K Ctrl+K`. The widget listens for key presses and renders the serialized

JSON representation in the text box and below it, the keys that VS Code has detected under your current keyboard layout. Once you've typed the key combination you want, you can press `Enter` and a rule snippet will be inserted.



Note: On Linux, Visual Studio Code detects your current keyboard layout on start-up and then caches this information. For a good experience, we recommend restarting VS Code if you change your keyboard layout.

Keyboard layout-independent bindings#

Using scan codes, it is possible to define keybindings which do not change with the change of the keyboard layout. For example:

```
{
  "key": "cmd+[Slash]",
  "command": "editor.action.commentLine",
  "when": "editorTextFocus"
}
```

Accepted scan codes:

- `[F1]-[F19]`, `[KeyA]-[KeyZ]`, `[Digit0]-[Digit9]`
- `[Backquote]`, `[Minus]`, `[Equal]`, `[BracketLeft]`, `[BracketRight]`, `[Backslash]`, `[Semicolon]`, `[Quote]`, `[Comma]`, `[Period]`, `[Slash]`
- `[ArrowLeft]`, `[ArrowUp]`, `[ArrowRight]`, `[ArrowDown]`, `[PageUp]`, `[PageDown]`, `[End]`, `[Home]`
- `[Tab]`, `[Enter]`, `[Escape]`, `[Space]`, `[Backspace]`, `[Delete]`
- `[Pause]`, `[CapsLock]`, `[Insert]`
- `[Numpad0]-[Numpad9]`, `[NumpadMultiply]`, `[NumpadAdd]`, `[NumpadComma]`
- `[NumpadSubtract]`, `[NumpadDecimal]`, `[NumpadDivide]`

'when' clause contexts#

VS Code gives you fine control over when your key bindings are enabled through the optional `when` clause. If your key binding doesn't have a `when` clause, the key binding is globally available at all times. A `when` clause evaluates to either Boolean true or false for enabling key bindings.

Conditional operators#

For conditional expressions, you can use the following conditional operators:

Operator	Symbol	Example
Equality	`==`	`"editorLangId == typescript"`
Inequality	`!=`	`"resourceExtname != .js"`
Or	`||`	`"isLinux || isWindows"`
And	`&&`	`"textInputFocus && !editorReadonly"`
Matches	`=~`	`resourceScheme =~ /^untitled$\|^file$/`

Available contexts#

Below are some of the available `when` clause contexts, which evaluate to Boolean true/false.

The list here isn't exhaustive and you can find other `when` clause contexts by searching and filtering in the Keyboard Shortcuts editor (**Preferences: Open Keyboard Shortcuts**) or reviewing the Default Keybindings JSON file (**Preferences: Open Default Keyboard Shortcuts (JSON)**).

Context name	True when
Editor contexts	
`editorFocus`	An editor has focus, either the text or a widget.
`editorTextFocus`	The text in an editor has focus (cursor is blinking).
`textInputFocus`	Any editor has focus (regular editor, debug REPL, etc.).
`inputFocus`	Any text input area has focus (editors or text boxes).
`editorHasSelection`	Text is selected in the editor.

Context name	True when
`editorHasMultipleSelections`	Multiple regions of text are selected (multiple cursors).
`editorReadonly`	The editor is read only.
`editorLangId`	True when the editor's associated language Id matches. Example: `"editorLangId == typescript"`.
`isInDiffEditor`	The active editor is a difference editor.
`isInEmbeddedEditor`	True when the focus is inside an embedded editor.
Operating system contexts	
`isLinux`	True when the OS is Linux
`isMac`	True when the OS is macOS
`isWindows`	True when the OS is Windows
`isWeb`	True when accessing the editor from the Web
List contexts	
`listFocus`	A list has focus.
`listSupportsMultiselect`	A list supports multi select.
`listHasSelectionOrFocus`	A list has selection or focus.
`listDoubleSelection`	A list has a selection of 2 elements.
`listMultiSelection`	A list has a selection of multiple elements.

Context name	True when
Mode contexts	
`inDebugMode`	A debug session is running.
`debugType`	True when debug type matches. Example: `"debugType == 'node'"`.
`inSnippetMode`	The editor is in snippet mode.
`inQuickOpen`	The Quick Open drop-down has focus.
Resource contexts	
`resourceScheme`	True when the resource Uri scheme matches. Example: `"resourceScheme == file"`
`resourceFilename`	True when the Explorer or editor filename matches. Example: `"resourceFilename == gulpfile.js"`
`resourceExtname`	True when the Explorer or editor filename extension matches. Example: `"resourceExtname == .js"`
`resourceDirname`	True when the Explorer or editor's resource absolute folder path matches. Example: `"resourceDirname == /users/alice/project/src"`
`resourcePath`	True when the Explorer or editor's resource absolute path matches. Example: `"resourcePath == /users/alice/project/gulpfile.js"`
`resourceLangId`	True when the Explorer or editor title language Id matches. Example: `"resourceLangId == markdown"`
`isFileSystemResource`	True when the Explorer or editor file is a file system resource that can be handled from a file system provider

Context name	True when
`resourceSet`	True when an Explorer or editor file is set
`resource`	The full Uri of the Explorer or editor file
Explorer contexts	
`explorerViewletVisible`	True if Explorer view is visible.
`explorerViewletFocus`	True if Explorer view has keyboard focus.
`filesExplorerFocus`	True if File Explorer section has keyboard focus.
`openEditorsFocus`	True if OPEN EDITORS section has keyboard focus.
`explorerResourceIsFolder`	True if a folder is selected in the Explorer.
Editor widget contexts	
`findWidgetVisible`	Editor Find widget is visible.
`suggestWidgetVisible`	Suggestion widget (IntelliSense) is visible.
`suggestWidgetMultipleSuggestions`	Multiple suggestions are displayed.
`renameInputVisible`	Rename input text box is visible.
`referenceSearchVisible`	Peek References peek window is open.
`inReferenceSearchEditor`	The Peek References peek window editor has focus.
`config.editor.stablePeek`	Keep peek editors open (controlled by `editor.stablePeek` setting).

Context name	True when
`quickFixWidgetVisible`	Quick Fix widget is visible.
`parameterHintsVisible`	Parameter hints are visible (controlled by `editor.parameterHints.enabled` setting).
`parameterHintsMultipleSignatures`	Multiple parameter hints are displayed.
Integrated terminal contexts	
`terminalFocus`	An integrated terminal has focus.
`terminalIsOpen`	An integrated terminal is opened.
Timeline view contexts	
`timelineFollowActiveEditor`	True if the Timeline view is following the active editor.
Timeline view item contexts	
`timelineItem`	True when the timeline item's context value matches. Example: `"timelineItem =~ /git:file:commit\\b/"`.
Extension contexts	
`extension`	True when the extension's ID matches. Example: `"extension == eamodio.gitlens"`.
`extensionStatus`	True when the extension is installed. Example: `"extensionStatus == installed"`.
`extensionHasConfiguration`	True if the extension has configuration.
Global UI contexts	

Context name	True when
`notificationFocus`	Notification has keyboard focus.
`notificationCenterVisible`	Notification Center is visible at the bottom right of VS Code.
`notificationToastsVisible`	Notification toast is visible at the bottom right of VS Code.
`searchViewletVisible`	Search view is open.
`sideBarVisible`	Side Bar is displayed.
`sideBarFocus`	Side Bar has focus.
`panelFocus`	Panel has focus.
`inZenMode`	Window is in Zen Mode.
`isCenteredLayout`	Editor is in centered layout mode.
`inDebugRepl`	Focus is in the Debug Console REPL.
`workbenchState`	Can be `empty`, `folder` (1 folder), or `workspace`.
`workspaceFolderCount`	Count of workspace folders.
`replaceActive`	Search view Replace text box is open.
`view`	True when view identifier matches. Example: `"view == myViewsExplorerID"`.
`viewItem`	True when viewItem context matches. Example: `"viewItem == someContextValue"`.
`isFullscreen`	True when window is in fullscreen.

Context name	True when
`focusedView`	The identifier of the currently focused view.
`canNavigateBack`	True if it is possible to navigate back.
`canNavigateForward`	True if it is possible to navigate forward.
`canNavigateToLastEditLocation`	True if it is possible to navigate to the last edit location.
Global Editor UI contexts	
`textCompareEditorVisible`	At least one diff (compare) editor is visible.
`textCompareEditorActive`	A diff (compare) editor is active.
`editorIsOpen`	True if one editor is open.
`groupEditorsCount`	Number of editors in a group.
`activeEditorGroupEmpty`	True if the active editor group has no editors.
`activeEditorGroupIndex`	Index of the active editor in an group (beginning with `1`).
`activeEditorGroupLast`	True when the active editor in an group is the last one.
`multipleEditorGroups`	True when multiple editor groups are present.
`activeEditor`	The identifier of the active editor in a group.
`activeEditorIsDirty`	True when the active editor in a group is dirty.
`activeEditorIsNotPreview`	True when the active editor in a group is not in preview mode.

Context name	True when
`activeEditorIsPinned`	True when the active editor in a group is pinned.
`inSearchEditor`	True when focus is inside a search editor.
Configuration settings contexts	
`config.editor.minimap.enabled`	True when the setting `editor.minimap.enabled` is `true`.

Note: You can use any user or workspace setting that evaluates to a boolean here with the prefix `"config."`.

Active/Focused view or panel 'when' clause context#

You can have a keybinding that is enabled only when a specific view or panel is visible.

Context name	True when
activeViewlet	True when view is visible. Example: `"activeViewlet == 'workbench.view.explorer'"`
activePanel	True when panel is visible. Example: `"activePanel == 'workbench.panel.output'"`
focusedView	True when view is focused. Example: `"focusedView == myViewsExplorerID`

View Identifiers:

- workbench.view.explorer - File Explorer
- workbench.view.search - Search
- workbench.view.scm - Source Control
- workbench.view.debug - Run
- workbench.view.extensions - Extensions

Panel Identifiers:

- workbench.panel.markers - Problems
- workbench.panel.output - Output
- workbench.panel.repl - Debug Console
- workbench.panel.terminal - Integrated Terminal
- workbench.panel.comments - Comments
- workbench.view.search - Search when `search.location` is set to `panel`

If you want a keybinding that is enabled only when a specific view or panel has focus, use `sideBarFocus` or `panelFocus` in combination with `activeViewlet` or `activiewFocus`.

For example, the when clause below is true only when the File Explorer has focus:

```
"sideBarFocus && activeViewlet == 'workbench.view.explorer'"
```

key-value when clause operator#

There is a key-value pair operator for `when` clauses. The expression `key =~ value` treats the right hand side as a regular expression to match against the left hand side. For example, to contribute context menu items for all Docker files, one could use:

```
    "when": "resourceFilename =~ /docker/"
```

Custom keybindings for refactorings#

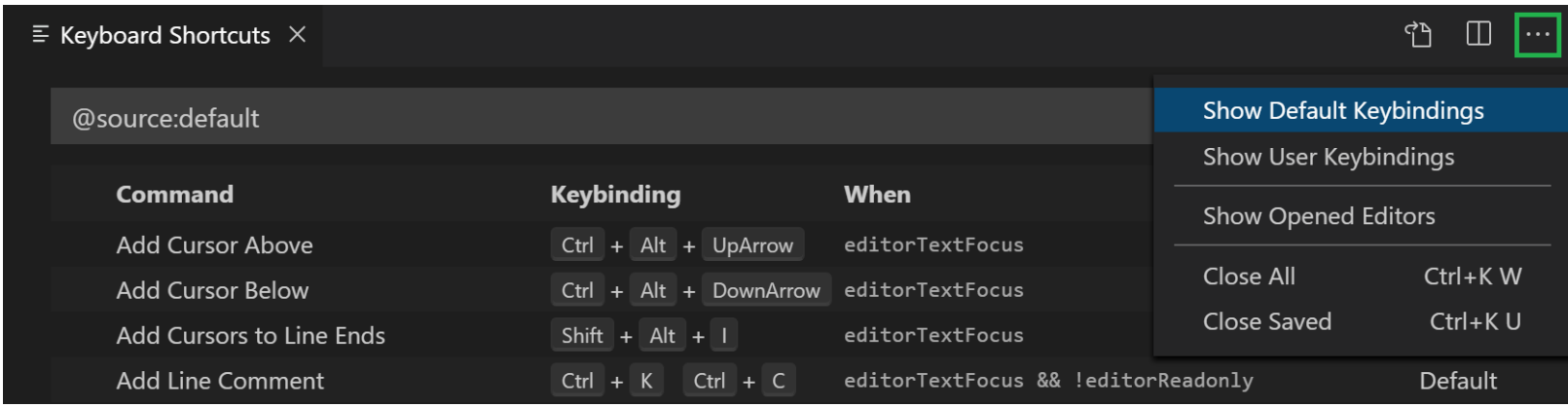
The `editor.action.codeAction` command lets you configure keybindings for specific Refactorings (Code Actions). For example, the keybinding below triggers the **Extract function** refactoring Code Actions:

```
{
  "key": "ctrl+shift+r ctrl+e",
  "command": "editor.action.codeAction",
  "args": {
    "kind": "refactor.extract.function"
  }
}
```

This is covered in depth in the Refactoring topic where you can learn about different kinds of Code Actions and how to prioritize them in the case of multiple possible refactorings.

Default Keyboard Shortcuts#

You can view all default keyboard shortcuts in VS Code in the **Keyboard Shortcuts** editor with the **Show Default Keybindings** command in the **More Actions** (**...**) menu. This applies the `@source:default` filter to the **Keyboard Shortcuts** editor (**Source** is 'Default').



You can view the default keyboard shortcuts as a JSON file using the command **Preferences: Open Default Keyboard Shortcuts (JSON)**.

Note: The following keys are rendered assuming a standard US keyboard layout. If you use a different keyboard layout, please read below. You can view the currently active keyboard shortcuts in VS Code in the **Command Palette** (**View** -> **Command Palette**) or in the **Keyboard Shortcuts** editor (**File** > **Preferences** > **Keyboard Shortcuts**).

Some commands included below do not have default keyboard shortcuts and so are displayed as `unassigned` but you can assign your own keybindings.

Basic Editing#

Command	Key	Command id
Cut line (empty selection)	`Ctrl+X`	`editor.action.clipboardCutAction`
Copy line (empty selection)	`Ctrl+C`	`editor.action.clipboardCopyAction`
Paste	`Ctrl+V`	`editor.action.clipboardPasteAction`
Delete Line	`Ctrl+Shift+K`	`editor.action.deleteLines`
Insert Line Below	`Ctrl+Enter`	`editor.action.insertLineAfter`
Insert Line Above	`Ctrl+Shift+Enter`	`editor.action.insertLineBefore`
Move Line Down	`Alt+Down`	`editor.action.moveLinesDownAction`
Move Line Up	`Alt+Up`	`editor.action.moveLinesUpAction`
Copy Line Down	`Shift+Alt+Down`	`editor.action.copyLinesDownAction`
Copy Line Up	`Shift+Alt+Up`	`editor.action.copyLinesUpAction`
Undo	`Ctrl+Z`	`undo`
Redo	`Ctrl+Y`	`redo`
Add Selection To Next Find Match	`Ctrl+D`	`editor.action.addSelectionToNextFindMatch`

Command	Key	Command id
Move Last Selection To Next Find Match	`Ctrl+K Ctrl+D`	`editor.action.moveSelectionToNextFindMatch`
Undo last cursor operation	`Ctrl+U`	`cursorUndo`
Insert cursor at end of each line selected	`Shift+Alt+I`	`editor.action.insertCursorAtEndOfEachLineSelected`
Select all occurrences of current selection	`Ctrl+Shift+L`	`editor.action.selectHighlights`
Select all occurrences of current word	`Ctrl+F2`	`editor.action.changeAll`
Select current line	`Ctrl+L`	`expandLineSelection`
Insert Cursor Below	`Ctrl+Alt+Down`	`editor.action.insertCursorBelow`
Insert Cursor Above	`Ctrl+Alt+Up`	`editor.action.insertCursorAbove`
Jump to matching bracket	`Ctrl+Shift+\`	`editor.action.jumpToBracket`
Indent Line	`Ctrl+]`	`editor.action.indentLines`
Outdent Line	`Ctrl+[`	`editor.action.outdentLines`
Go to Beginning of Line	`Home`	`cursorHome`
Go to End of Line	`End`	`cursorEnd`

Command	Key	Command id
Go to End of File	`Ctrl+End`	`cursorBottom`
Go to Beginning of File	`Ctrl+Home`	`cursorTop`
Scroll Line Down	`Ctrl+Down`	`scrollLineDown`
Scroll Line Up	`Ctrl+Up`	`scrollLineUp`
Scroll Page Down	`Alt+PageDown`	`scrollPageDown`
Scroll Page Up	`Alt+PageUp`	`scrollPageUp`
Fold (collapse) region	`Ctrl+Shift+[`	`editor.fold`
Unfold (uncollapse) region	`Ctrl+Shift+]`	`editor.unfold`
Fold (collapse) all subregions	`Ctrl+K Ctrl+[`	`editor.foldRecursively`
Unfold (uncollapse) all subregions	`Ctrl+K Ctrl+]`	`editor.unfoldRecursively`
Fold (collapse) all regions	`Ctrl+K Ctrl+0`	`editor.foldAll`
Unfold (uncollapse) all regions	`Ctrl+K Ctrl+J`	`editor.unfoldAll`
Add Line Comment	`Ctrl+K Ctrl+C`	`editor.action.addCommentLine`
Remove Line Comment	`Ctrl+K Ctrl+U`	`editor.action.removeCommentLine`

Command	Key	Command id
Toggle Line Comment	Ctrl+/	editor.action.commentLine
Toggle Block Comment	Shift+Alt+A	editor.action.blockComment
Find	Ctrl+F	actions.find
Replace	Ctrl+H	editor.action.startFindReplaceAction
Find Next	Enter	editor.action.nextMatchFindAction
Find Previous	Shift+Enter	editor.action.previousMatchFindAction
Select All Occurrences of Find Match	Alt+Enter	editor.action.selectAllMatches
Toggle Find Case Sensitive	Alt+C	toggleFindCaseSensitive
Toggle Find Regex	Alt+R	toggleFindRegex
Toggle Find Whole Word	Alt+W	toggleFindWholeWord
Toggle Use of Tab Key for Setting Focus	Ctrl+M	editor.action.toggleTabFocusMode
Toggle Render Whitespace	unassigned	toggleRenderWhitespace
Toggle Word Wrap	Alt+Z	editor.action.toggleWordWrap

Rich Languages Editing#

Command	Key	Command id
Trigger Suggest	`Ctrl+Space`	`editor.action.triggerSuggest`
Trigger Parameter Hints	`Ctrl+Shift+Space`	`editor.action.triggerParameterHints`
Format Document	`Shift+Alt+F`	`editor.action.formatDocument`
Format Selection	`Ctrl+K Ctrl+F`	`editor.action.formatSelection`
Go to Definition	`F12`	`editor.action.revealDefinition`
Show Hover	`Ctrl+K Ctrl+I`	`editor.action.showHover`
Peek Definition	`Alt+F12`	`editor.action.peekDefinition`
Open Definition to the Side	`Ctrl+K F12`	`editor.action.revealDefinitionAside`
Quick Fix	`Ctrl+.`	`editor.action.quickFix`
Go to References	`Shift+F12`	`editor.action.goToReferences`
Rename Symbol	`F2`	`editor.action.rename`
Replace with Next Value	`Ctrl+Shift+.`	`editor.action.inPlaceReplace.down`
Replace with Previous Value	`Ctrl+Shift+,`	`editor.action.inPlaceReplace.up`
Expand AST Selection	`Shift+Alt+Right`	`editor.action.smartSelect.expand`
Shrink AST Selection	`Shift+Alt+Left`	`editor.action.smartSelect.shrink`
Trim Trailing Whitespace	`Ctrl+K Ctrl+X`	`editor.action.trimTrailingWhitespace`
Change Language Mode	`Ctrl+K M`	`workbench.action.editor.changeLanguageMode`

Navigation#

Command	Key	Command id
Show All Symbols	`Ctrl+T`	`workbench.action.showAllSymbols`
Go to Line...	`Ctrl+G`	`workbench.action.gotoLine`
Go to File..., Quick Open	`Ctrl+P`	`workbench.action.quickOpen`
Go to Symbol...	`Ctrl+Shift+O`	`workbench.action.gotoSymbol`
Show Problems	`Ctrl+Shift+M`	`workbench.actions.view.problems`
Go to Next Error or Warning	`F8`	`editor.action.marker.nextInFiles`
Go to Previous Error or Warning	`Shift+F8`	`editor.action.marker.prevInFiles`
Show All Commands	`Ctrl+Shift+P` or `F1`	`workbench.action.showCommands`
Navigate Editor Group History	`Ctrl+Tab`	`workbench.action.quickOpenPreviousRecentlyUsedEditorInGroup`
Go Back	`Alt+Left`	`workbench.action.navigateBack`

Command	Key	Command id
Go back in Quick Input	Alt+Left	workbench.action.quickInputBack
Go Forward	Alt+Right	workbench.action.navigateForward

Editor/Window Management#

Command	Key	Command id
New Window	Ctrl+Shift+N	workbench.action.newWindow
Close Window	Ctrl+W	workbench.action.closeWindow
Close Editor	Ctrl+F4	workbench.action.closeActiveEditor
Close Folder	Ctrl+K F	workbench.action.closeFolder
Cycle Between Editor Groups	unassigned	workbench.action.navigateEditorGroups
Split Editor	Ctrl+\	workbench.action.splitEditor
Focus into First Editor Group	Ctrl+1	workbench.action.focusFirstEditorGroup
Focus into Second Editor Group	Ctrl+2	workbench.action.focusSecondEditorGroup
Focus into Third Editor Group	Ctrl+3	workbench.action.focusThirdEditorGroup
Focus into Editor Group on the Left	unassigned	workbench.action.focusPreviousGroup

Command	Key	Command id
Focus into Editor Group on the Right	unassigned	workbench.action.focusNextGroup
Move Editor Left	Ctrl+Shift+PageUp	workbench.action.moveEditorLeftInGroup
Move Editor Right	Ctrl+Shift+PageDown	workbench.action.moveEditorRightInGroup
Move Active Editor Group Left	Ctrl+K Left	workbench.action.moveActiveEditorGroupLeft
Move Active Editor Group Right	Ctrl+K Right	workbench.action.moveActiveEditorGroupRight
Move Editor into Next Group	Ctrl+Alt+Right	workbench.action.moveEditorToNextGroup
Move Editor into Previous Group	Ctrl+Alt+Left	workbench.action.moveEditorToPreviousGroup

File Management#

Command	Key	Command id
New File	Ctrl+N	workbench.action.files.newUntitledFile
Open File...	Ctrl+O	workbench.action.files.openFile
Save	Ctrl+S	workbench.action.files.save
Save All	Ctrl+K S	workbench.action.files.saveAll
Save As...	Ctrl+Shift+S	workbench.action.files.saveAs
Close	Ctrl+F4	workbench.action.closeActiveEditor

Command	Key	Command id
Close Others	unassigned	workbench.action.closeOtherEditors
Close Group	Ctrl+K W	workbench.action.closeEditorsInGroup
Close Other Groups	unassigned	workbench.action.closeEditorsInOtherGroups
Close Group to Left	unassigned	workbench.action.closeEditorsToTheLeft
Close Group to Right	unassigned	workbench.action.closeEditorsToTheRight
Close All	Ctrl+K Ctrl+W	workbench.action.closeAllEditors
Reopen Closed Editor	Ctrl+Shift+T	workbench.action.reopenClosedEditor
Keep Open	Ctrl+K Enter	workbench.action.keepEditor
Copy Path of Active File	Ctrl+K P	workbench.action.files.copyPathOfActiveFile
Reveal Active File in Windows	Ctrl+K R	workbench.action.files.revealActiveFileInWindows
Show Opened File in New Window	Ctrl+K O	workbench.action.files.showOpenedFileInNewWindow
Compare Opened File With	unassigned	workbench.files.action.compareFileWith

Display#

Command	Key	Command id
Toggle Full Screen	F11	workbench.action.toggleFullScreen
Toggle Zen Mode	Ctrl+K Z	workbench.action.toggleZenMode

Command	Key	Command id
Leave Zen Mode	`Escape Escape`	`workbench.action.exitZenMode`
Zoom in	`Ctrl+=`	`workbench.action.zoomIn`
Zoom out	`Ctrl+-`	`workbench.action.zoomOut`
Reset Zoom	`Ctrl+Numpad0`	`workbench.action.zoomReset`
Toggle Sidebar Visibility	`Ctrl+B`	`workbench.action.toggleSidebarVisibility`
Show Explorer / Toggle Focus	`Ctrl+Shift+E`	`workbench.view.explorer`
Show Search	`Ctrl+Shift+F`	`workbench.view.search`
Show Source Control	`Ctrl+Shift+G`	`workbench.view.scm`
Show Run	`Ctrl+Shift+D`	`workbench.view.debug`
Show Extensions	`Ctrl+Shift+X`	`workbench.view.extensions`
Show Output	`Ctrl+Shift+U`	`workbench.action.output.toggleOutput`
Quick Open View	`Ctrl+Q`	`workbench.action.quickOpenView`
Open New Command Prompt	`Ctrl+Shift+C`	`workbench.action.terminal.openNativeConsole`
Toggle Markdown Preview	`Ctrl+Shift+V`	`markdown.showPreview`
Open Preview to the Side	`Ctrl+K V`	`markdown.showPreviewToSide`
Toggle Integrated Terminal	`Ctrl+``	`workbench.action.terminal.toggleTerminal`

Search#

Command	Key	Command id
Show Search	Ctrl+Shift+F	workbench.view.search
Replace in Files	Ctrl+Shift+H	workbench.action.replaceInFiles
Toggle Match Case	Alt+C	toggleSearchCaseSensitive
Toggle Match Whole Word	Alt+W	toggleSearchWholeWord
Toggle Use Regular Expression	Alt+R	toggleSearchRegex
Toggle Search Details	Ctrl+Shift+J	workbench.action.search.toggleQueryDetails
Focus Next Search Result	F4	search.action.focusNextSearchResult
Focus Previous Search Result	Shift+F4	search.action.focusPreviousSearchResult
Show Next Search Term	Down	history.showNext
Show Previous Search Term	Up	history.showPrevious

Search Editor#

Command	Key	Command id
Open Results In Editor	Alt+Enter	search.action.openInEditor
Focus Search Editor Input	Escape	search.action.focusQueryEditorWidget
Search Again	Ctrl+Shift+R	rerunSearchEditorSearch
Delete File Results	Ctrl+Shift+Backspace	search.searchEditor.action.deleteFileResults

Preferences#

Command	Key	Command id
Open Settings	`Ctrl+,`	`workbench.action.openSettings`
Open Workspace Settings	`unassigned`	`workbench.action.openWorkspaceSettings`
Open Keyboard Shortcuts	`Ctrl+K Ctrl+S`	`workbench.action.openGlobalKeybindings`
Open User Snippets	`unassigned`	`workbench.action.openSnippets`
Select Color Theme	`Ctrl+K Ctrl+T`	`workbench.action.selectTheme`
Configure Display Language	`unassigned`	`workbench.action.configureLocale`

Debug#

Command	Key	Command id
Toggle Breakpoint	`F9`	`editor.debug.action.toggleBreakpoint`
Start	`F5`	`workbench.action.debug.start`
Continue	`F5`	`workbench.action.debug.continue`
Start (without debugging)	`Ctrl+F5`	`workbench.action.debug.run`
Pause	`F6`	`workbench.action.debug.pause`
Step Into	`F11`	`workbench.action.debug.stepInto`

Tasks#

Command	Key	Command id
Run Build Task	`Ctrl+Shift+B`	`workbench.action.tasks.build`
Run Test Task	`unassigned`	`workbench.action.tasks.test`

Extensions#

Command	Key	Command id
Install Extension	unassigned	workbench.extensions.action.installExtension
Show Installed Extensions	unassigned	workbench.extensions.action.showInstalledExtensions
Show Outdated Extensions	unassigned	workbench.extensions.action.listOutdatedExtensions
Show Recommended Extensions	unassigned	workbench.extensions.action.showRecommendedExtensions
Show Popular Extensions	unassigned	workbench.extensions.action.showPopularExtensions
Update All Extensions	unassigned	workbench.extensions.action.updateAllExtensions

Next steps#

Now that you know about our Key binding support, what's next...

- Language Support - Our Good, Better, Best language grid to see what you can expect
- Debugging - This is where VS Code really shines
- Node.js - End to end Node.js scenario with a sample app

Common questions#

How can I find out what command is bound to a specific key?#

In the **Keyboard Shortcut** editor, you can filter on specific keystrokes to see which commands are bound to which keys. Below you can see that `Ctrl+Shift+P` is bound to **Show All Commands** to bring up the Command Palette.