

### Standard navigation keys

A variety of standard emacs/readline navigation keys have analogs throughout emergent. The first line of each top-level section lists which of these work there. On OSX you can swap the Cmd and Ctrl keys and Cmd+V is paste while Ctrl+V is Page Down.

Forward/Backwards through elements/interface

Page Up/Down Move cursor to the top/bottom or first/last element Ctrl+Space Enable select as you navigate mode. Ctrl+F Move cursor forwards or expand node. Ctrl+B Move cursor backwards or expand node. Ctrl+N Move cursor down one line.

Ctrl+P Move cursor up one line. Move cursor to first character Ctrl+A Ctrl+E Move cursor to last character

Delete item in focus or all selected items. Ctrl+D

Ctrl+G Deselect text or tree selection.

Ctrl+X/W Cut. Ctrl+C/Alt+W Copy. Ctrl+V/Y Paste.

Tab/Shift+Tab

#### css console and text fields

Ctrl+F/B/N/P/A/E/D/X/W/C/V/Y. Standard Ctrl+K Kill text until end of line. Move cursor one word forward. Ctrl+right Ctrl+left Move cursor one word backwards. Ctrl+shift+right Highlight one word forward. Ctrl+shift+left Highlight one word backwards. Use option instead of control. On Mac Opt+

# Global project

Standard Tab

Ctrl+S Save project (Mac Cmd+S). Ctrl+left Backwards in navigation history Forwards in navigation history Ctrl+right

Refresh GUI.

Move global focus left Ctrl/Alt+J Ctrl/Alt+L Move global focus right

#### Window frames

Tree browser only Cmd+1 Cmd+2 Panel frame only Tree & panel frame Cmd+3 Cmd+4 3D frame only Cmd+5 Tree & 3D frame Cmd+6 Panels & 3D frame

All frames Cmd+7

# Control panels

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

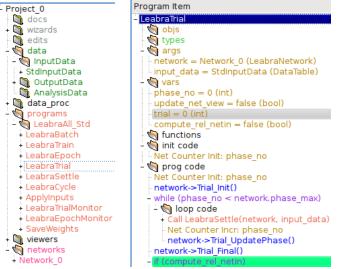
# Help Browser

Standard Tab,Page,Ctrl+F/B/N/P/A/E/X/W/C/V/Y.

F1 Help Browser.

Toggle Search/Find focus. Ctrl+S

#### Project tree and program tree



Page, Ctrl+Space/F/B/N/P/D/G/X/W/C/V/Y. Standard Find as you type. Moves cursor to next matching lin StdInputData Any 1-3 chars New item below cursor. Ctrl+I Alt+F Find from selected node. Ctrl+M Duplicate element(s).

#### Project tree

Navigate - type the first 1-3 characters.

Create new object by typing Ctrl+I. A chooser will appear.

Examples:

da Ctrl+I New DataTable pr Ctrl+I New Program

New elements can also be created by pressing Return (Enter). No chooser dialog will appear. Works for all project elements.

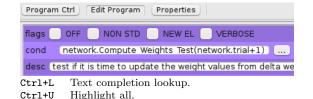
### New elements in program tree

These sequences insert new items by displaying a chooser dialog. Press Ctrl+left to navigate back to where you were before the insert. Examples

obj Ctrl+I Type New obj var Ctrl+I New var fun Ctrl+I New fun

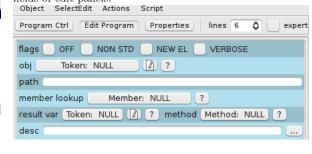
New elements can also be created by pressing Return (Enter). No chooser dialog will appear. Works for all program elements.

#### Text fields



#### Edit panels

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



Tab Standard

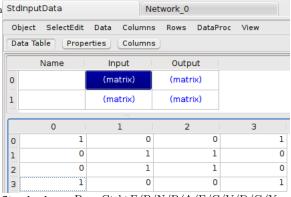
Up/Down arrow (numeric field) Increase/decrease value.

Up/Down arrow (dropdown) Move up/down. First Character (dropdown) Selects item. ESC Revert text field changes.

Apply changes. Ctrl+Enter

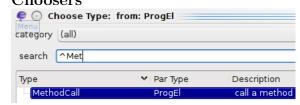
Space Open token chooser and Check/uncheck flag. Ctrl+L (expression fields) Lookup information.

#### DataTables and matrices



Standard Page, Ctrl+F/B/N/P/A/E/C/V/D/G/Y. Switch between table and matrix focus. Ctrl+T Ctrl+I Insert new row before selected row. Ctrl+M Duplicate row. Ctrl+Space Start editing cell.

# Choosers



Tab,Ctrl+F/B/N/P/A/E/D/X/W/C/V/Y.

# 3D View

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

#### css console

Clear console buffer history.