

VSCode Emacs MCX Keyboard Shortcuts

Cheat Sheet (Emacs Notation) — vscode-emacs-mcx

C- = Cmd/Ctrl, M- = Option/Alt, S- = Shift

Movement

Shortcut	Action
C-f	Move forward (forward-char)
C-b	Move backward (backward-char)
C-n	Move to the next line (next-line)
C-p	Move to the previous line (previous-line)
C-a	Move to the beginning of line
C-e	Move to the end of line
M-f	Move forward by one word unit
M-b	Move backward by one word unit
C-→, M-→	Right word (behaves like M-f)
C-←, M-←	Left word (behaves like M-b)
M-m	Move to first non-whitespace character
C-v	Scroll down by one screen unit
M-v	Scroll up by one screen unit
M-S-[Move to previous paragraph beginning
M-S-]	Move to next paragraph end
M-S-,	Move to the top of the buffer
M-S-.	Move to the end of the buffer
M-g g	Jump to line (command palette)
M-g n	Jump to next error
M-g p	Jump to previous error
C-l	Center screen on current line

Search & Replace

Shortcut	Action
C-s	Incremental search forward
C-r	Incremental search backward
C-M-s	Begin incremental regexp search
C-M-r	Begin reverse incremental regexp search
M-S-5	Replace (query-replace)
C-M-S-5	Replace with regexp
C-M-n	Add selection to next find match
C-M-p	Add selection to previous find match
M-s o	Open occur command

Editing & Killing

Shortcut	Action
C-d	Delete right (DEL)
C-h	Delete left (BACKSPACE)
M-\	Delete spaces and tabs around point
C-x C-o	Delete blank lines around
M-S-6	Join two lines cleanly
M-d	Kill word
M-Bksp	Kill word left
C-k	Kill from cursor to end of line
C-S-Bksp	Kill whole line
C-w	Kill region
M-w	Copy region to kill ring
C-y	Yank
M-y	Yank pop
C-o	Open line
C-j	New line
C-m	New line

General Operations

Shortcut	Action
C-x h	Select All
C-x u, C-/	Undo
C-;	Toggle line comment in and out
M-;	Toggle region comment in and out
C-x C-l	Convert to lower case
C-x C-u	Convert to upper case
M-c	Convert to title case
C-g	Cancel
C-'	IntelliSense Suggestion
M-x	Open command palette
C-M-SPC	Toggle SideBar visibility
C-x z	Toggle Zen Mode
C-x C-c	Close window

Mark & Region

Shortcut	Action
<code>C-SPC</code>	Set the mark at point, and activate it
<code>C-SPC C-SPC</code>	Set mark without activating it
<code>C-u C-SPC</code>	Move point to where mark was
<code>C-x C-x</code>	Exchange point and mark

Files & Buffers

Shortcut	Action
<code>C-x C-f</code>	QuickOpen a file
<code>C-x C-s</code>	Save
<code>C-x C-w</code>	Save as
<code>C-x s</code>	Save all files
<code>C-x C-n</code>	Open new window
<code>C-x b</code>	Switch to another open buffer
<code>C-x k</code>	Close current tab (buffer)
<code>C-x ←</code>	Select the previous tab
<code>C-x →</code>	Select the next tab

Windows & Splits

Shortcut	Action
<code>C-x 0</code>	Close editors in current group
<code>C-x 1</code>	Close editors in other group
<code>C-x 2</code>	Split editor horizontal
<code>C-x 3</code>	Split editor vertical
<code>C-x 4</code>	Toggle split layout
<code>C-x o</code>	Focus other split editor

Rectangles

Shortcut	Action
<code>C-x r k</code>	Kill rectangle
<code>C-x r M-w</code>	Copy rectangle
<code>C-x r d</code>	Delete rectangle
<code>C-x r y</code>	Yank rectangle
<code>C-x r o</code>	Insert blank space (open rectangle)
<code>C-x r c</code>	Clear rectangle
<code>C-x r t</code>	Replace rectangle with string
<code>C-x SPC</code>	Toggle Rectangle Mark mode

Registers

Shortcut	Action
<code>C-x r s r</code>	Copy region into register r
<code>C-x r i r</code>	Insert text from register r
<code>C-x r SPC r</code>	Record position in register r
<code>C-x r j r</code>	Jump to position in register r
<code>C-x r r r</code>	Copy rectangle to register r

Prefix Arguments

Shortcut	Action
<code>C-u</code>	Universal argument
<code>M-<number></code>	Digit argument
<code>M--</code>	Negative argument

S-expressions

Shortcut	Action
<code>C-M-f</code>	Move forward over balanced expression
<code>C-M-b</code>	Move backward over balanced expression
<code>C-M-S-2</code>	Set mark after following balanced expression
<code>C-M-k</code>	Kill balanced expression forward
<code>C-M-Bksp</code>	Kill balanced expression backward
<code>C-S-k</code>	Kill line respecting delimiters