

XCODE CHEAT SHEET

presented by Tower - the best Git client for Mac and Windows



SEARCH

Find in File ⌘ F
Find & Replace in File ⌘ ⇧ F
Find in Project ⌘ ⌥ F
Find & Replace in Project ⌘ ⇧ ⌥ F

TABS

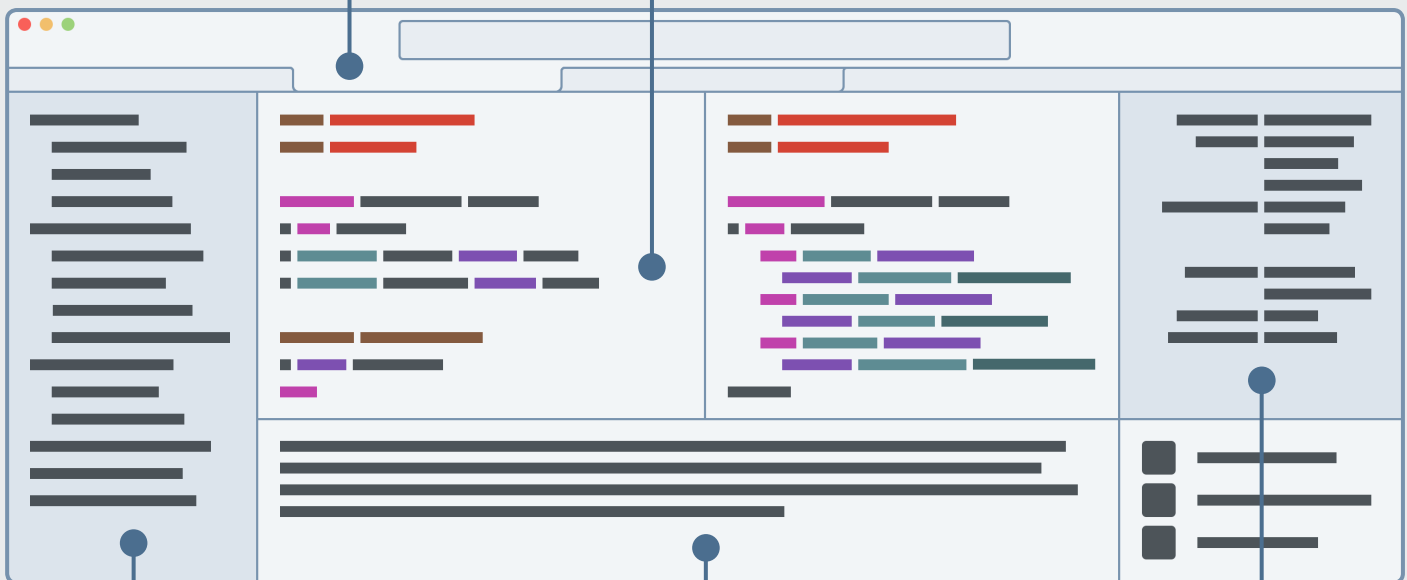
New Tab ⌘ T
Previous Tab ⌘ }
Next Tab ⌘ {

NAVIGATION

Open Quickly ⌘ ⇧ O
Move Focus to Editor ⌘ J
Next Counterpart ⌘ ^ UP
Previous Counterpart ⌘ ^ DOWN
Next Recent File ⌘ ^ RIGHT
Previous Recent File ⌘ ^ LEFT
Definition of Symbol ⌘ click
Go to Line ⌘ L
Fold Section ⌘ ⇧ LEFT
Unfold Section ⌘ ⇧ RIGHT

EDITING

Show Assistant Editor ⌘ ⇧ RETURN
Hide Assistant Editor ⌘ RETURN
Toggle Completions ^ SPACE
Edit All in Scope ⌘ ^ E
Indent Selection ⌘]
Outdent Selection ⌘ [
Fix Indentation ^ i
Comment / Uncomment ⌘ /
Move Line Up ⌘ ⇧ [
Move Line Down ⌘ ⇧]



NAVIGATOR

Show / Hide ⌘ O
Switch Tabs ⌘ 1-8
When Clicking a File in Navigator...
...open in Assistant Editor ⇧ click
...open in New Window double click
...decide where to open ⇧ ⇧ click

DEBUGGING

Toggle Debug Area ⌘ ⇧ Y
Next Issue ⌘ '
Previous Issue ⌘ "
Add Breakpoint ⌘ \
Toggle Breakpoints ⌘ Y
Clear Console ⌘ K

UTILITIES

Show / Hide ⌘ ⇧ O
Switch Tabs ⌘ ⇧ 1-9

DOCUMENTATION

Show Documentation ⌘ ⇧ O
Documentation for Selection ⌘ ⇧ ^ /

Help for Clicked Symbol ⇧ click
Documentation for Clicked Symbol ⇧ double click

BUILD & RUN

Build ⌘ B
Run ⌘ R
Stop ⌘ .
Analyze ⌘ ⇧ B
Test ⌘ U
Clean ⌘ ⇧ K






XCODE TIPS & TRICKS

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1. DECIDE WHERE TO OPEN A FILE




In Xcode, you can open a file in various ways: in the standard editor, in a new or existing assistant editor, in a new or existing tab, or in a new window. Here's how you can decide about this:

- When clicking on a file in the Navigator, hold down  
- When clicking on a symbol in an editor pane, hold down   





A pop-over will appear and let you choose where exactly you want the file to be displayed.

2. OPEN QUICKLY

You shouldn't waste your time digging for a file in your folder hierarchy. Instead, you can use Xcode's "Open Quickly" dialog by pressing   . Simply start typing any part of a file's name – it doesn't even have to be consecutive letters: "mwinco" will find your "MainWindowController" class.

As if that wouldn't be cool enough, this dialog also lets you decide where exactly to open the file: hold down    while double-clicking the file to bring up the pop-over from #1.

3. CUSTOM CODE SNIPPETS

Whenever you find yourself typing the same bits of code multiple times, you should create a code snippet. To do that, first make sure that the "Code Snippet Library" pane is displayed by pressing    .

Now go back to your editor pane and start typing what will soon be a custom snippet – and remember to insert placeholders for values you have to fill out when invoking it (e.g. "<#token#>").

Then highlight and drag that code to the library pane. Apart from naming it, you should also define a "Completion Shortcut": when you type these letters later, Xcode will offer to substitute them with your custom snippet.

4. TABS

Tabs are well-known from almost every IDE and text editor. However, three things make tabs in Xcode especially powerful:

- Each tab can be configured individually. For example, one tab could contain just two editor panes, while another one could contain the project navigator, a single editor pane, and the utilities area. You can therefore configure tabs that are optimized for different use cases (like coding, debugging, interface builder tasks, etc).
- Tabs persist in a workspace. When reopening a project, Xcode restores its tabs – including their unique structure. This makes it worthwhile to take some time to configure your "perfect" setup.
- By double-clicking a tab, you can assign it a name. Named tabs can then be used in "Behaviors" (see #5).



5. BEHAVIORS

With "Behaviors", you can tell Xcode how to react when certain events happen. For example, you could have the console view shown whenever your app starts running, or you could have a new tab opened whenever you start a search.

This becomes even more powerful when combined with named tabs. For example, whenever your app pauses, you can have Xcode open your named tab "Debug" – a tab that you configured exactly how you want it to look (maybe with an assistant editor and the debugger shown, but the project navigator hidden).

Behaviors can be configured in Xcode's preferences window.

KEYBOARD SYMBOLS

- | | |
|---|--|
|  Command key |  Option (alt) key |
|  Control key |  Shift key |

VERSION CONTROL

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