

## Microsoft<sub>®</sub> Visual C++<sub>®</sub> Default Key Bindings

Editing		
Edit.Find	CTRL + F	Displays the <b>Quick Find</b> tab of the <b>Find and Replace</b> dialog box.
Edit.Replace	CTRL + H	Displays the <b>Quick Replace</b> tab of the <b>Find and Replace</b> dialog box.
Edit.FindInFiles	CTRL + SHIFT + F	Allows searching of all the files in a project or solution for a specific word or expression.
Edit.ReplaceInFiles	CTRL + SHIFT + H	Allows search and replace functionality over all the files in a project or solution.
Edit.Incremental- Search	CTRL + I	Performs a search as you type.
Edit.GoToFind- Combo	CTRL + D	Sets the focus in the <b>Find</b> box on the toolbar.
Edit.MakeLowercase	CTRL + U	Lowercases the selected text.
Edit.Make- Uppercase	CTRL + SHIFT + U	Uppercases the selected text.
Edit.View- WhiteSpace		Uses glyphs to represent the white spaces in the editor.
Edit.Comment- Selection	CTRL + K, CTRL + C	Comments selected text.
Edit.Uncomment- Selection	CTRL + K, CTRL + U	Uncomments selected text.
Edit.HideSelection	CTRL + M, CTRL + H	Creates an outline for the selected text and collapses it.
Edit.Cycle- ClipboardRing	CTRL + SHIFT + INS	Cycles through the Clipboard ring.
Edit.Copy- ParameterTip	CTRL + SHIFT + ALT + C	Copies to clipboard the list of parameters.
Edit.Paste- ParameterTip	CTRL + SHIFT + ALT + P	Pastes in the editor the list of parameters.
File.CopyFullPath	<unassigned></unassigned>	Copies to clipboard the full path of the selected file.
Edit.HideSelection	CTRL + M, CTRL + H	Collapses current selection to an outlining region.
Edit.Toggle- AllOutlining	CTRL + M, L	Toggles all previously collapsed outlining regions between collapsed and expanded states.
Edit.Toggle- OutliningExpansion	CTRL + M, M	Toggles the currently selected collapsed region between the collapsed and expanded state.
Edit.Format- Selection	CTRL + K, F or CTRL + E, F	Formats the current selection according to the indentation and code formatting settings specified on the Formatting pane under Tools   Options   Text Editor   C/C++.
Edit. < Direction >	SHIFT + ALT +	Creates a column selection instead

<aRROW KEY> of a stream selection.

ExtendColumn

File.OpenFile File.OpenProject Project.AddNew- Item Project.Add- ExistingItem File.Open- ContainingFolder  Build Build.BuildSolution Build.Rebuild- Solution	CTRL + SHIFT + N CTRL + O CTRL + SHIFT + O CTRL + SHIFT + A SHIFT + ALT + A <unassigned> <unassi< th=""><th>Creates a new project. Opens an existing file. Opens an existing project. Adds a new item to the project. Adds an existing item to the project. Opens the folder containing the file in the editor. Builds the solution.</th></unassi<></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned>	Creates a new project. Opens an existing file. Opens an existing project. Adds a new item to the project. Adds an existing item to the project. Opens the folder containing the file in the editor. Builds the solution.
File.OpenFile  File.OpenProject  Project.AddNew- Item  Project.Add- ExistingItem  File.Open- ContainingFolder  Build  Build.BuildSolution  Build.Rebuild- Solution	CTRL + O CTRL + SHIFT + O CTRL + SHIFT + A SHIFT + ALT + A <unassigned> <unassigned> <unassigned></unassigned></unassigned></unassigned>	Opens an existing file.  Opens an existing project.  Adds a new item to the project.  Adds an existing item to the project.  Opens the folder containing the file in the editor.  Builds the solution.
File.OpenProject Project.AddNew- Item Project.Add- ExistingItem File.Open- ContainingFolder  Build Build.BuildSolution Build.Rebuild- Solution	CTRL + SHIFT + O CTRL + SHIFT + A SHIFT + ALT + A <unassigned></unassigned>	Opens an existing project.  Adds a new item to the project.  Adds an existing item to the project.  Opens the folder containing the file in the editor.  Builds the solution.
Project.AddNew- Item Project.Add- ExistingItem File.Open- ContainingFolder  Build Build.BuildSolution Build.Rebuild- Solution	CTRL + SHIFT + A SHIFT + ALT + A <unassigned> <unassigned< th=""><td>Adds a new item to the project.  Adds an existing item to the project.  Opens the folder containing the file in the editor.  Builds the solution.</td></unassigned<></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned></unassigned>	Adds a new item to the project.  Adds an existing item to the project.  Opens the folder containing the file in the editor.  Builds the solution.
Project.Add- ExistingItem  File.Open- ContainingFolder  Build  Build.BuildSolution  Build.Rebuild- Solution	SHIFT + ALT + A <unassigned> F7 or CTRL + SHIFT + B</unassigned>	Adds an existing item to the project.  Opens the folder containing the file in the editor.  Builds the solution.
ExistingItem  File.Open- ContainingFolder  Build  Build.BuildSolution  Build.Rebuild- Solution	<unassigned> F7 or CTRL + SHIFT + B</unassigned>	project.  Opens the folder containing the file in the editor.  Builds the solution.
Build Build.BuildSolution Build.Rebuild- Solution	F7 or CTRL + SHIFT + B	in the editor.  Builds the solution.
Build.BuildSolution G Build.Rebuild- Solution G	CTRL + SHIFT + B	
Build.Rebuild- Solution	CTRL + SHIFT + B	
Solution	CTRL + ALT + F7	Rebuilds the solution.
Build.Cancel C		
	CTRL + BREAK	Cancels the build process.
IntelliSense		
0	CTRL + SPACEBAR or ALT + RIGHT ARROW	Completes the current word or shows the IntelliSense® completion list.
	CTRL + SHIFT + SPACEBAR	Displays the name, return value, and parameters of the function call.
	CTRL + J or CTRL + ALT + T	Shows only members in the IntelliSense completion list.
Edit.QuickInfo C	CTRL + K, CTRL + I	Displays the complete declaration of the identifier under cursor.
Bookmarks		
	CTRL + K, CTRL + K or CTRL + F2	Toggles a bookmark on the current line.
	CTRL + K, CTRL + N or F2	Moves to the next bookmark.
	CTRL + K, CTRL + P or SHIFT + F2	Moves to the previous bookmark.
	CTRL + SHIFT + K, CTRL + SHIFT + N	Moves to the next bookmark in the current folder.
	CTRL + SHIFT + K, CTRL + SHIFT + P	Moves to the previous bookmark in the current folder.
View.Bookmark- C Window	CTRL + K, CTRL + W	Shows the <b>Bookmarks</b> window.
Edit.ToggleTaskList- C Shortcut	CTRL + K, CTRL + H	Toggles Task List shortcut.

Navi	gation		
Edit.Na	avigateTo	CTRL + COMMA (,)	Displays the <b>NavigateTo</b> window, which allows quick navigation to files, types, and members. The dialog is populated with the symbol at the cursor location.
Edit.Go	ToBrace	CTRL + ]	Moves the cursor location to the matching brace in the source file.
Edit.Fii	ndSymbol	ALT + F12	Displays the <b>Find Symbol</b> pane of the <b>Find and Replace</b> dialog box.
	w.MoveTo- tionBar	CTRL + F8	Sets the focus to the navigation bar.
Edit.Go Locatio	ToNext- on	<b>F8</b> or <b>F4</b>	Navigates to the next find result.
Edit.Go Locatio	ToPrev- on	SHIFT + F8 or SHIFT + F4	Navigates back to the previous result.
View.Sy ClassVi	nchronize- ew	<unassigned></unassigned>	Synchronizes the class view with the editor.
Edit.Go	ToDefinition	F12	Goes to definition.
View.C tionWi	odeDefini- ndow	CTRL +  D or CTRL + SHIFT + V	Brings up a window that is constantly updating with the definition of the selected symbols.
Edit.Go Declara		CTRL + F12	Goes to declaration.
Edit.Fir Refere		<unassigned></unassigned>	Searches all references to the current symbol.
View.N Backwa	lavigate- ard	CTRL + HYPHEN (-)	Moves to the previously browsed line of code.
View.N Forwar	lavigate- ·d	CTRL + SHIFT + HYPHEN (-)	Moves to the next browsed line of code.
Tools.6 Comm	ioTo- andLine	CTRL + /	Allows running of commands from the <b>Find</b> text box. (For a list of available commands see "Command Aliases" below.)
Windo MDIFil	w.ShowEz- eList	CTRL + ALT + DOWN ARROW	Shows a list of files currently opened in the editor.
Wind	dows		
View.S Explore	olution- er	CTRL + ALT + L	Displays the <b>Solution Explorer</b> window.
View.P Windo	roperties- w	ALT + ENTER	Displays the <b>Properties</b> window.
View.O	utput	CTRL + ALT + O or ALT + 2	Displays the <b>Output</b> window.
View.E	rrorList	CTRL +  E	Displays the <b>Error List</b> window.
	oomIn, oomOut	CTRL + SHIFT + PERIOD (.) and CTRL + SHIFT + COMMA (,)	Increases or decreases the view size of the contents in the editor.

View.CallHierarchy	CTRL + ALT + K	Displays the <b>Call Hierarchy</b> window, which lists the callers and callees to a method.
Window.CloseTool- Window	SHIFT + ESC	Closes the current tool window.
Project.Properties	ALT + F7	Displays the <b>Project Properties</b> dialog box.
View.ClassView	CTRL + SHIFT + C	Displays the <b>Class View</b> window.
View.Command- Window	CTRL + ALT + A	Displays the <b>Command</b> window. (For a list of available commands see "Command Aliases" section.)
Debugging		
Debug.Start	F5	Launches the application under the debugger.
Debug.StartWith- outDebugging	CTRL + F5	Launches the application without invoking the debugger.
Debug.Stop- Debugging	SHIFT + F5	Stops debugging.
Tools.AttachTo- Process	CTRL + ALT + P	Displays the <b>Attach to Process</b> dialog box.
Debug.DetachAll	<unassigned></unassigned>	Detaches from all processes.
Debug.BreakAll	CTRL + ALT + BREAK	Breaks all executing threads.
Debug.BreakAt- Function	CTRL + B	Creates a new function breakpoint.
Debug.Toggle- Breakpoint	F9	Toggles breakpoint at current line.
Debug.StepInto	F11	Executes next statement and follows execution into method calls.
Debug.StepOver	F10	Executes next statement.
Debug.StepOut	SHIFT + F11	Executes the remaining statements of the currently debugged function.
Debug.RunTo- Cursor	CTRL + F10	Runs the application until it reaches the statement under the cursor.
Debug.Quick- Watch	CTRL + ALT + Q or SHIFT + F9	Displays <b>QuickWatch</b> window.
Debug.SetNext- Statement	CTRL + SHIFT + F10	Sets the current statement to be the next executed statement.
Debug.ShowNext- Statement	ALT + NUM *	Shows the next statement.
Debug.Exceptions	CTRL + ALT + E	Shows the <b>Exceptions</b> dialog box.
Debug. Toggle- Disassembly	CTRL + F11	Toggles between disassembly and <b>User Code</b> view.
Debugger Wi	ndows	
Debug.Threads	CTRL + ALT + H	Displays the <b>Thread List</b> window.
Debug.Immediate	CTRL + ALT + I	Displays the <b>Immediate</b> window.
Debug.Locals	CTRL + ALT + V, L	Displays the <b>Locals</b> window.
	or <b>AIT + 4</b>	

or **ALT + 4** 

Debug.CallStack	CTRL + ALT + C or ALT + 7	Displays the <b>Call Stack</b> window.
Debug.Autos	CTRL + ALT + V, A	Displays the <b>Autos</b> window.
Debug.Break- points	CTRL + ALT + B or ALT + F9	Displays the list of breakpoints.
Debug. Disassembly	ALT + 8	Shows the disassembly code.
Debug.Modules	CTRL + ALT + U	Displays the list of modules.
Debug.Processes	CTRL + ALT + Z or CTRL + SHIFT + ALT + P	Displays the list of debugged processes.
Debug.Memory1	CTRL + ALT + M, 1	Displays the <b>Memory</b> window.
Debug.Watch	CTRL + ALT + W, 1 or ALT + 3	Displays the list of watches.
Debug.Modules Debug.Processes Debug.Memory1	CTRL + ALT + U  CTRL + ALT + Z or CTRL + SHIFT + ALT + P  CTRL + ALT + M, 1  CTRL + ALT + W, 1	Displays the list of modules.  Displays the list of debugged processes.  Displays the <b>Memory</b> window.

## **Command Aliases**

		be run in the Command window ell as in the Command line (CTRL+/).
Debug.Print	? <expression></expression>	Evaluates expression and prints the result to the <b>Command</b> window.
Debug.Quick- Watch	?? <expression></expression>	Evaluates expression in the <b>QuickWatch</b> window.
Debug.Autos	autos	Displays the <b>Autos</b> window.
Debug.Breakpoints	bl	Displays the <b>Breakpoints</b> window.
Debug.Toggle- Breakpoint	bp	Toggles breakpoint on current line.
Debug.CallStack	callstack	Displays the <b>Call Stack</b> window.
Debug.ListMemory	d [/Count: <n>] <address></address></n>	Lists the content of the memory at the specified address (list only n elements).
Debug.ListMemory /Format:OneByte	db <address></address>	Lists the content of the memory as an array of bytes.
Debug.ListMemory /Format:FourBytes	dd <address></address>	Lists the content of the memory as an array of longs.
Debug.Disassembly	disasm	Switches to disassembly mode.
Debug.Evaluate Statement	eval <statement></statement>	Evaluates and displays the given statement.
Debug.Start	g [ <address>]</address>	Starts debugger. Optionally suspends execution at the provided address.
Tools.Immediate- Mode	immed	Displays the <b>Immediate</b> window.
Debug.ListCallStack	k [Thread: <n>] [<frame/>]</n>	Prints the call stack or sets thread's current frame to the specified frame.
Debug.Locals	locals	Displays the <b>Locals</b> window.
Tools.LogCommand WindowOutput	log [ <filename>] [/off]</filename>	Starts logging all input and output from the <b>Command</b> window. <b>/off</b> stops logging.
Debug.SetRadix	n [hex dec]	Sets or returns the numeric base

used to display integers.

View.WebBrowser	nav <url> [/new] [/ext]</url>	Displays the internal Web browser. /new will create a new tab. /ext wil open the external browser.
File.NewFile	nf [ <filename>]</filename>	Creates a new file with the specified name.
File.OpenFile	of <file> [/e:<editor>]</editor></file>	Opens an existing file and allows specifying of the editor type.
File.OpenProject	op [ <projname>]</projname>	Opens an existing project.
Debug.StepOver	p	Executes next statement without following execution into method calls.
Debug.StepOut	pr	Executes the remaining statements of the currently debugged function.
Debug.Stop- Debugging	q	Stops debugging.
Debug.ListRegisters	r	Prints the register values.
Debug.RunToCursor	rtc	Runs the application until it reaches the statement under the cursor.
Tools.Shell	shell [dir: <dir>] <path> [<args>]</args></path></dir>	Launches an application with the specified arguments.
Debug.StepInto	t	Executes next statement and follows execution into method calls.
Debug.Threads	threads	Displays the <b>Threads</b> window.
Debug.List- Disassembly	u	Lists the disassembly for the next statements.
Debug.Watch	watch	Displays the <b>Watch</b> window.
Debug.List- Processes	1	Lists the debugged processes to the <b>Command</b> window.
Debug.ListThreads	~	Lists the threads in the debugged process to the <b>Command</b> window.
Debug.ListCallStack /AllThreads	~*k	Prints the call stack for all threads in the debugged process.

Notes: These key bindings are only available through the Visual C++
Development Settings. To change these settings, go to Tools | Import
and Export Settings and select Reset All Settings then select Visual
C++ Development Settings. You could also import only the key bindings
by selecting Import Selected Environment Settings instead of Reset All
Settings. To customize the key bindings for these commands, go to Tools
| Options | Environment | Keyboard.

More information on the available command aliases and their parameters is available on MSDN®: http://msdn2.microsoft.com/en-us/library/c785s0kz.aspx

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