

## BASIC EDITING

	Toggle editor emulation (eclipse, vi, emacs)
	Maximize or un-maximize editor
	Save current file
	Save all files
	Close current file
	Undo / Redo
	Undo / Redo
	Copy / Cut / Paste
	Copy / Cut / Paste
	Copy / Cut / Paste
	Delete current line
	Move current line or selection up/down
	Move current line or selection up/down
<td>Comment/uncomment lines</td>	Comment/uncomment lines
	Change selection to all upper / lower case
	Change selection to all upper / lower case
	Expand selection to next level / reduce previously expanded selection
	Expand selection to next level / reduce previously expanded selection
	Toggle Block Selection
	Toggle Mark Occurrences

## SMART EDITING

	Format file or selection
	Autocomplete - press twice for code templates, press three times for autoinstance
	Get Quick Fix / Quick Assist proposals
	Rename element and all usages*
	Expand macro inline - cursor on the macro call
	Collapse macro inline expansion - cursor on the @DVT_EXPAND_MACRO_INLINE_START pragma

## SMART NAVIGATION

	Hyperlink to declaration, implementation, show usages, jump to assignment, ...
	Show tooltip*
	Show positional tooltip-cursor on argument/port connection to see corresponding method parameter / port definition
	Go to declaration*
	Open the hyperlink actions menu – to get the same options as Ctrl + mouse over identifier*
	Find usages in workspace*
	Find usages in file*
	Open Search dialog to search across project for plain text or specific elements like types, methods, variables...
	Jump to next / jump to previous compiler syntax warning or error in the editor
	Open Quick Compile Order to quickly locate and open a compiled file
	Open Quick Outline to quickly move around in large files
	Open Quick Types to quickly locate and go to a specific type definition
	Open Quick Macros to quickly locate and go to a macro definition
	Open Quick Type Hierarchy to quickly inspect type hierarchy*
	Open Quick Layers to quickly go to an extension/implementation*
	Show Type Hierarchy View to see the inheritance tree and members of a class*
	Show Layers View to see all extensions / implementations*
	Show Design Hierarchy View to see the design structure*
	Show Verification Hierarchy View to see the UVM components tree*
	Show Call Hierarchy View to see the call tree of a method*
	Show UVM Sequence Tree View to see the sub-sequence tree of a sequence*

## BASIC NAVIGATION

	Show list of open editors – use arrow keys and press Enter to switch
	Show list of open editors – similar to Ctrl+E, but switches immediately upon release of Ctrl
	Switch to next editor tab / Switch to previous editor tab
	Switch to next editor tab / Switch to previous editor tab
	Go back / forward in the navigation history – similar with a browser
	Go back / forward in the navigation history – similar with a browser
	Go to last location edited
	Go to line
	Jump one word to the left / one word to the right
	Jump one word to the left / one word to the right
	Go to the matching closing or opening bracket
	Go to the next / previous match of selected text
	Go to the next / previous match of selected text
	Open find and replace in editor dialog
	Show the Open Resource dialog to locate and open any file – see also Ctrl + I Quick Compile Order

## OTHERS

	Show all shortcuts
	Refresh content of selected element with local file system
	Copy full path – of the file in the editor or selected in a view like Project Explorer or Compile Order
	Open Quick Run dialog to select a Run Configuration to launch
	Open Quick Access dialog. UI elements such as commands, views, wizards, preference pages etc. can be accessed directly by typing their name

\* First place cursor on identifier. Some operations may require a specific identifier, for example to see the Call Hierarchy you must place the cursor on a method.