Microsoft Visual Studio 2010
Microsoft® Visual F#® Default Key Bindings

Editing

Edit.Comment-Selection	**CTRL + K, C**	Inserts // at the beginning of the current line or every line of the current selection.
Edit.Uncomment-Selection	**CTRL + K, U**	Removes the // at the beginning of the current line or every line of the current selection.
Edit.Cycle-ClipboardRing	**CTRL + SHIFT + V**	Pastes text from the Clipboard ring to the caret location in the file. Subsequent use of the shortcut key iterates through the items in the Clipboard ring.
Edit.Replace	**CTRL + H**	Displays the replace options in the **Quick Replace** tab of the **Find and Replace** dialog box.
Edit.ReplaceInFiles	**CTRL + SHIFT + H**	Displays the replace options on the **Replace in Files** tab of the **Find and Replace** dialog box.
Edit.WordNext	**CTRL + RIGHT ARROW**	Moves the caret location to the beginning of the following word.
Edit.WordNext-Extend	**CTRL + SHIFT + RIGHT ARROW**	Extends the selection to the beginning of the following word.
Edit.WordPrevious	**CTRL + LEFT ARROW**	Moves the caret location to the beginning of the current word.
Edit.Word-PreviousExtend	**CTRL + SHIFT + LEFT ARROW**	Extends the selection back to the beginning of the current word.
Edit.CharRight-ExtendColumn, Edit.CharLeft-ExtendColumn, Edit.LineDown-ExtendColumn, Edit.LineUpExtend-Column	**SHIFT + ALT + RIGHT ARROW** and **SHIFT + ALT + LEFT ARROW** and **SHIFT + ALT + DOWN ARROW** and **SHIFT + ALT + UP ARROW**	Creates a box selection instead of a stream selection.
Edit.InsertTab	**TAB**	Inserts a tab at the current caret location, or indents all selected lines by one tab stop.
Edit.TabLeft	**SHIFT + TAB**	Removes a tab immediately before the current caret location, or unindents all selected lines by one tab stop.
Help.F1Help	**F1**	Displays context-sensitive Help for the keyword or symbol at the current caret location.

F# Interactive

EditorContext-Menus.Code-Window.SendTo-Interactive	**ALT + ENTER**	Sends the current editor selection to the **F# Interactive**, executing the selected code.
EditorContext-Menus.Code-Window.SendLine-ToInteractive	**ALT + APOSTROPHE (')**	Sends the line containing the caret location to the **F# Interactive**, executing the line, and moves the cursor to the beginning of the following line.
FSIConsoleContext.CancelEvaluation	**CTRL + PERIOD (.)**	Cancels executing computations and returns to the **F# Interactive** prompt.

File

File.NewProject	**CTRL + SHIFT + N**	Displays the **New Project** dialog box.
File.OpenProject	**CTRL + SHIFT + O**	Displays the **Open Project** dialog box, where existing projects can be added to the solution.
File.NewFile	**CTRL + N**	Displays the **New File** dialog box, which can be used to create new F# Source or Script files.
File.OpenFile	**CTRL + O**	Displays the **Open File** dialog box,
Window.ShowEz-MDIFileList	**CTRL + ALT + DOWN ARROW**	Displays a pop-up listing of all open documents.

IntelliSense

Edit.CompleteWord	**CTRL + SPACEBAR** or **ALT + RIGHT ARROW**	Completes the current word in the completion list.
Edit.ListMembers	**CTRL + J**	Invokes the IntelliSense® completion list.
Edit.QuickInfo	**CTRL + K, I**	Displays the complete declaration for the specified identifier in your code in a Quick Info tooltip.
Edit.ParameterInfo	**CTRL + SHIFT + SPACEBAR**	Displays the name, number, and type of parameters required for the specified method.
Make Completion List Transparent	**CTRL**	Causes a visible completion list to become transparent.

Navigation

Edit.GoToDefinition	**F12**	Navigates to the declaration for the selected symbol in code.
Edit.Find	**CTRL + F**	Displays the **Quick Find** tab of the **Find and Replace** dialog box.
Edit.Replace	**CTRL + H**	Displays the **Quick Replace** tab of the **Find and Replace** dialog box.
Edit.FindInFiles	**CTRL + SHIFT + F**	Displays the **Find** in **Files** tab of the **Find and Replace** dialog box.

(Right column)

Edit.ReplaceInFiles	**CTRL + SHIFT + H**	Displays the **Replace in Files** tab of the **Find and Replace** dialog box.
Edit.FindSymbol	**ALT + F12**	Displays the **Find Symbol** pane of the **Find and Replace** dialog box.
Edit.NavigateTo	**CTRL + COMMA (,)**	Displays the **NavigateTo** window, which allows quick navigation to files, types, and members. The word at the caret seeds the search.
Edit.GoToBrace	**CTRL +]**	Moves the caret location to the matching brace in the source file.
Edit.GoToBrace-Extend	**CTRL + SHIFT +]**	Extends the selection to the matching brace in the source file.
Edit.GoToNext-Location	**F8**	Moves the caret to the next item, such as a task in the **Task List** window or a search match in the **Find Results** window. Subsequent invocations will move to the next item in the list.
Edit.Incremental-Search	**CTRL + I**	Activates incremental search. If incremental search is on, but no input is passed, the previous search query is used. If search input has been found, the next invocation searches for the next occurrence of the input text.
Edit.Reverse-IncrementalSearch	**CTRL + SHIFT + I**	Activates incremental search, or moves backward through search results if search input has been found.
Edit.FindNext, Edit.FindPrevious	**F3** and **SHIFT + F3**	Searches again for the last search pattern in the direction specified.
Edit.FindNext-Selected, Edit.FindPrevious-Selected	**CTRL + F3** and **CTRL + SHIFT + F3**	Sets the search pattern to the selected text, then search in the direction specified.
View.Navigate-Backward	**CTRL + HYPHEN (-)**	Moves to the previously browsed line of code.
View.Navigate-Forward	**CTRL + SHIFT + HYPHEN (-)**	Moves to the next browsed line of code.
View.ViewCode	**F7**	Displays the selected item in **Code** view of the editor.
View.ViewDesigner	**SHIFT + F7**	Switches to **Design** view for the current document. Available only in **Source** view.
View.ViewMarkup	**SHIFT + F7**	Switches to **Source** view for the current document. Available only in **Design** view.
Edit.GoTo	**CTRL + G**	Displays the **Go to Line** dialog box.
Edit.GoToFind-Combo	**CTRL + /**	Moves focus to the **Find/Command** box on the **Standard** toolbar.

Window

View.F#Interactive	**CTRL + ALT + F**	Displays the **F# Interactive** window, where F# expressions can be executed interactively.
View.ErrorList	**CTRL + \, CTRL + E**	Displays the **Error List** window.
View.Output	**CTRL + ALT + O**	Displays the **Output** window, where status messages can be viewed at run time.
View.Properties-Window	**F4**	Displays the **Properties** window, which lists the design-time properties and events for the currently selected item.
View.Solution-Explorer	**CTRL + ALT + L**	Displays **Solution Explorer**, which lists the projects and files in the current solution.
View.Command-Window	**CTRL + ALT + A**	Displays the **Command** window, where commands can be invoked to manipulate the integrated development environment (IDE).
View.TaskList	**CTRL + \, CTRL + T**	Displays the **Task List** window, which displays custom tasks, comments, shortcuts, warnings, and error messages.
View.Toolbox	**CTRL + ALT + X**	Displays the **Toolbox**, which contains controls that can be included or used with your code.
View.ObjectBrowser	**CTRL + ALT + J**	Displays the **Object Browser**.
View.ServerExplorer	**CTRL + ALT + S**	Displays **Server Explorer**, which lets you view and manipulate database servers, event logs, message queues, Web services, and other operating system services.
Window.Close-ToolWindow	**SHIFT + ESC**	Closes the current tool window.
Data.ShowData-Sources	**SHIFT + ALT + D**	Displays the **Data Sources** window.
Window.Close-Document, Window	**CTRL + F4**	Closes the current tab.
Window.NextDocu-ment, WindowNav	**CTRL + TAB**	Displays the **IDE Navigator**, with the first document window selected.
View.ZoomIn, View.ZoomOut	**CTRL + SHIFT + PERIOD (.)** and **CTRL + SHIFT + COMMA (,)**	Increases (>) or decreases (<) the size of contents in the editor.

Debugging

Debug.Start	**F5**	Launches the application under the debugger based on the settings from the startup project. When in Break mode, invoking this command will run the application until the next breakpoint.
Debug.StartWith-outDebugging	**CTRL + F5**	Launches the application without invoking the debugger.
Debug.StepInto	**F11**	Executes code one statement at a time, following execution into method calls.
Debug.StepInto-Specific	**SHIFT + ALT + F11**	Prompts to select which sub expression to step into, regardless of the tools options setting for skipping properties and operators.
Debug.StepOut	**SHIFT + F11**	Executes the remaining lines of a method in which the current execution point is located.
Debug.StepOver	**F10**	Executes the next line of code, but does not follow execution through any method calls.
Debug.Stop-Debugging	**SHIFT + F5**	Stops running the current application under the debugger.
Debug.CallStack	**CTRL + ALT + C**	Displays the **Call Stack** window, which displays a list of all active methods or stack frames for the current thread of execution.
Debug.Immediate	**CTRL + ALT + I**	Displays the **Immediate** window, where expressions can be evaluated.
Debug.Locals	**CTRL + ALT + V, L**	Displays the **Locals** window, which displays the local variables and their values for each method in the current stack frame.
Debug.QuickWatch	**SHIFT + F9**	Displays the **QuickWatch** dialog box that has the current value of the selected expression.
Debug.Toggle-Breakpoint	**F9**	Sets or removes a breakpoint at the current line.
Debug.Watch	**CTRL + ALT + W, 1**	Displays the **Watch** window, which displays the values of selected variables or watch expressions.
Debug.Enable-Breakpoint	**CTRL + F9**	Toggles the breakpoint between disabled and enabled.
Make Datatip Transparent	**[CTRL]**	Causes a visible datatip to become transparent.

Project+Build

ProjectAndSolution-ContextMenus.Item.MoveUp	**ALT + UP ARROW**	Moves the selected item in the **Solution Explorer** up in the project item ordering.
ProjectAndSolution-ContextMenus.Item.MoveDown	**ALT + DOWN ARROW**	Moves the selected item in the **Solution Explorer** down in the project item ordering.
Build.BuildSolution	**CTRL + SHIFT + B**	Builds all the projects in the solution.
Build.Cancel	**CTRL + BREAK**	Cancels the currently running build.

Note:

You can choose to use these key bindings from the **Visual F# Development Settings**. To change these settings, go to **Tools | Import and Export Settings...** and select **Reset All Settings**. Then select **Visual F# Development Settings**. You could also import only the key bindings by selecting **Import Selected Environment Settings** instead of **Reset All Settings**. To customize individual key bindings, go to **Tools | Options | Environment | Keyboard**.

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