



# LazarusIDE Quick reference

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## File

<b>Ctrl + O</b>	Open file
<b>Ctrl + F11</b>	Open project
<b>Ctrl + S</b>	Save file
<b>Ctrl + Shift + S</b>	Save all
<b>Ctrl + F4</b>	Close current file

## Edit

<b>Ctrl + Z</b>	Undo
<b>Ctrl + Shift + W</b>	Redo
<b>Ctrl + C</b>	Copy
<b>Ctrl + X</b>	Cut
<b>Ctrl + V</b>	Paste
<b>Ctrl + I</b>	Indent selection
<b>Ctrl + U</b>	Unindent selection
<b>Ctrl + J</b>	Code templates
<b>Ctrl + Space</b>	Code completion
<b>Ctrl + Shift + Space</b>	Show parameters

**Ctrl + Shift + G** Insert GUID  
**Ctrl + Shift + T** Insert ToDo

**F7** Step into  
**F8** Step over  
**Ctrl + F2** Stop

## Search and Jump

**Ctrl + F** Find  
**F3** Find next  
**Ctrl + F3** Find previous  
**Ctrl + R** Replace  
**Ctrl + G** Goto line  
**Ctrl + H** Jump forward  
**Ctrl + Shift + H** Jump back  
**Alt + Up** Find declaration

## Miscellaneous

**Ctrl + Shift + F11** Project options

## Lazarus defines

**{\$IfDef LCL}** LCL  
**{\$IfDef LCLGtk}** GTK-Widgetset  
**{\$IfDef LCLGtk2}** GTK2-Widgetset  
**{\$IfDef LCLWin32}** Win-Widgetset  
**{\$IfDef LCLQt}** QT-Widgetset  
**{\$IfDef LCLCarbon}** Carbon-Widgetset

## Path variables

**\$ (LCLWidgetType)** LCL-Interface  
(e.g. gtk2)  
**\$ (TargetCPU)** Target CPU  
(e.g. i386)  
**\$ (TargetOS)** Target OS  
(e.g. win32)

## Build and Run

**Ctrl + F9** Build  
**F9** Build + Run