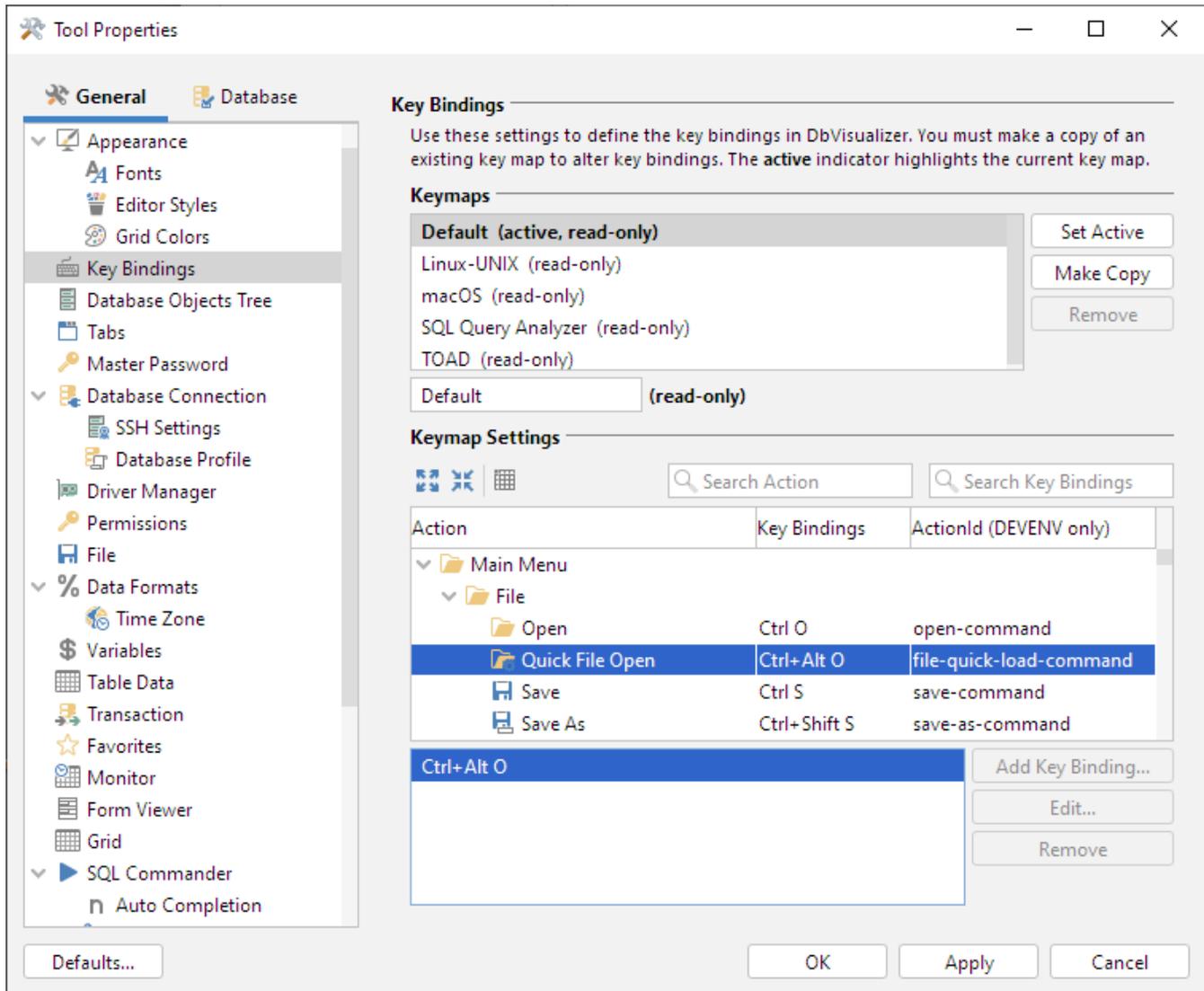


Changing Keyboard Shortcuts

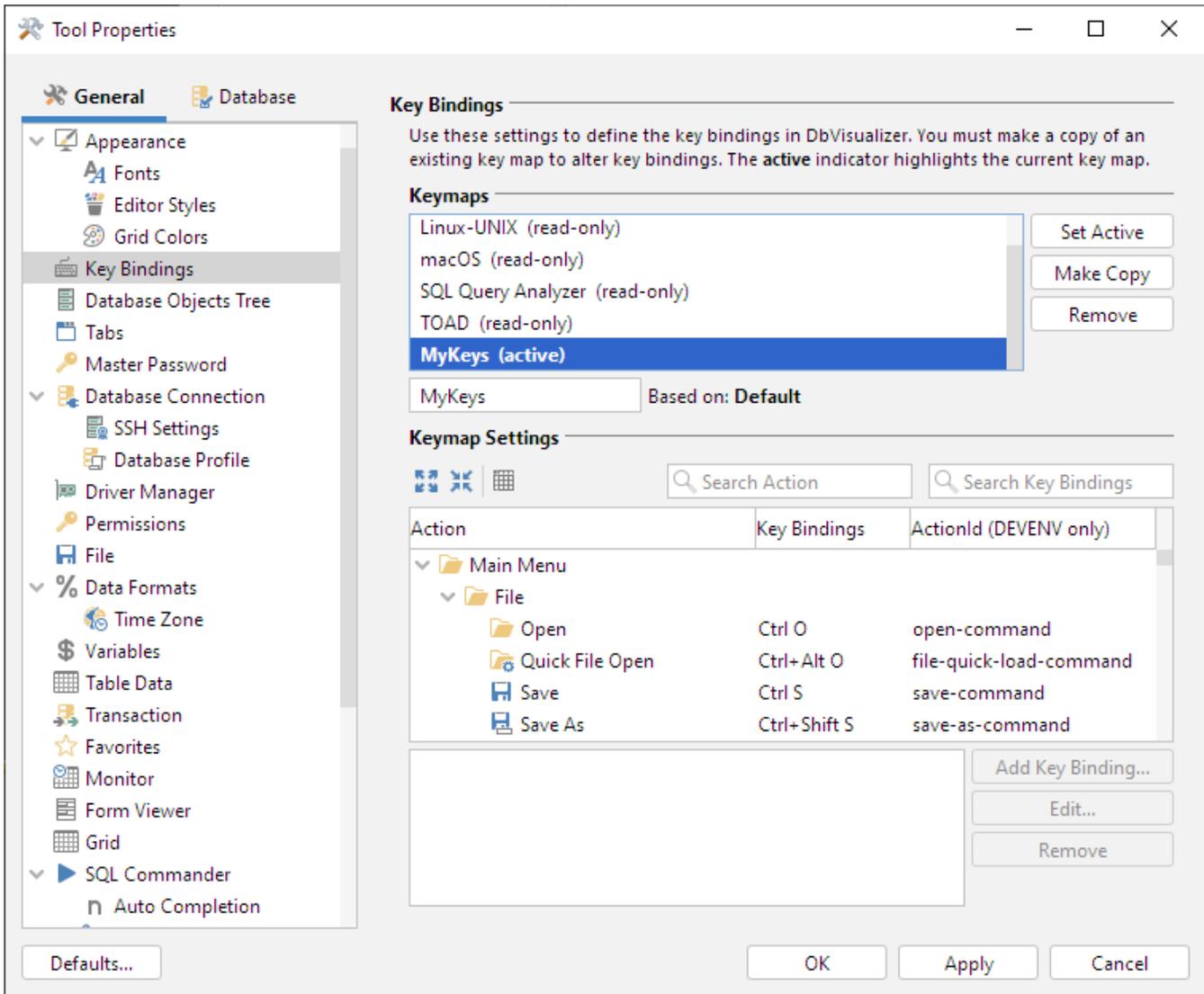
You can define key bindings for almost all operations and editor commands in DbVisualizer. Key bindings are defined in **Tools > Tool Properties** under the General / **Key Bindings** category. Key bindings are grouped in **Key Maps**, each with an action list organised in folders; the **Editor Commands** folder lists all actions available in the SQL Commander editor and their current key bindings (in the **Key Bindings** list), the **Main Menu** folder contains subfolders, each representing a main window menu and other folders group feature specific actions, such as actions to control the references graph, form editor, etc.

DbVisualizer includes a set of predefined key maps targeted for the supported operating systems. These key maps cannot be deleted or modified. To customize key bindings, copy an existing key map and make your changes.

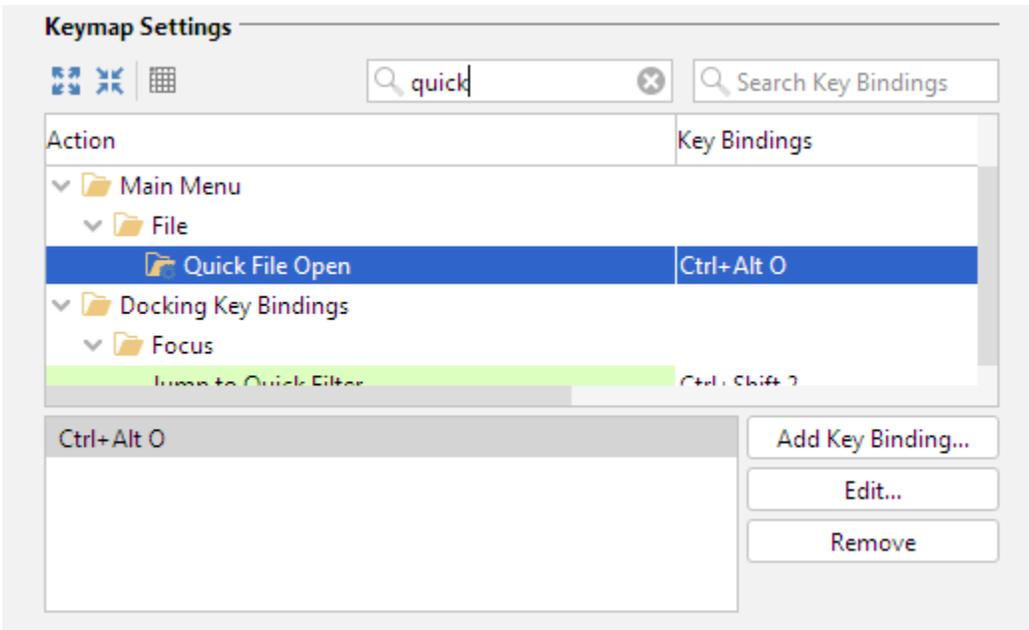
For instance does the **Main Menu** folder contain actions in subfolders, each representing a main window menu, and the **Editor Commands** folder lists all actions available in the SQL editor. For each action the key binding(s) are defined in the **Key Bindings** column.



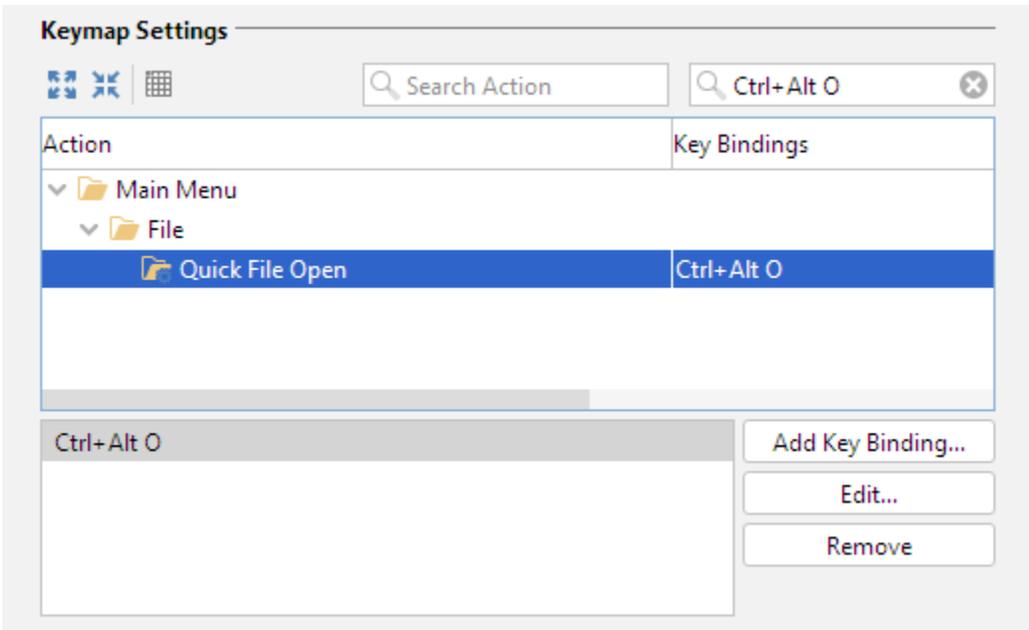
All user defined key maps are stored in your `$HOME/.dbvis/config70/keymaps` directory. A key map file contains only the differences between the copied key map and the current. To create a new key map, select the map you want to copy and click the **Make Copy** button. The name of the copied keymap is suffixed with **_copy** and is activated automatically. Set a name on the new key map if you like. The newly created key map now has the exact same key bindings as the parent key map.

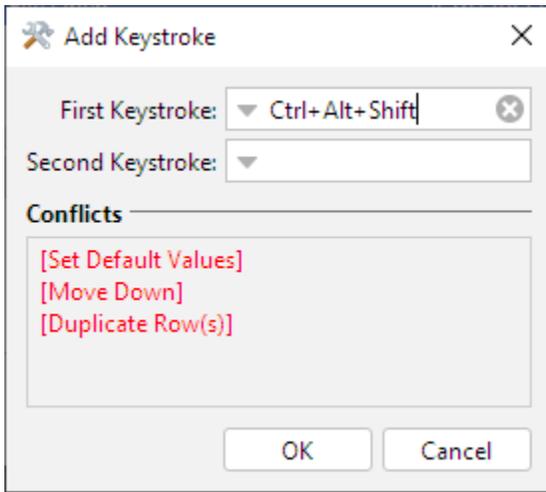


To modify the key bindings for an action, select the action from the action list. The current key bindings are listed in the **Key Bindings** list, and you can search for mappings by action or key binding.



The modifier keys **Shift**, **Alt**, **Ctrl** and **Command** can be used to define the key binding. The keystroke dialog controls whether a key binding is already assigned somewhere else. If there is a conflict with another binding, the **Conflicts** area shows the names of the actions that are conflicting.





Menu items and tooltips show the first defined key binding in the list.

