

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 organized 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 keymaps targeted for the supported operating systems. These keymaps cannot be deleted or modified. To customize key bindings, copy an existing keymap and make your changes.

For instance, the **Main Menu** folder contains 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.

Tool Properties

General | Database

Key Bindings

Use these settings to define the key bindings in DbVisualizer. You must make a copy of an existing key map to alter key bindings. The **active** indicator highlights the current key map.

Keymaps

- Default (read-only) [Set Active]
- Linux-UNIX (read-only) [Make Copy]
- Linux (read-only)
- macOS (read-only)
- SQL Query Analyzer (read-only) [Remove]

Default (read-only)

Keymap Settings

Search Action | Search Key Bindings

Action	Key Bindings
Main Menu	
File	
Open	Ctrl O
Quick File Open	Ctrl+Alt O
Save	Ctrl S
Save As	Ctrl+Shift S
Save All	Ctrl+Alt S
Revert to Saved	

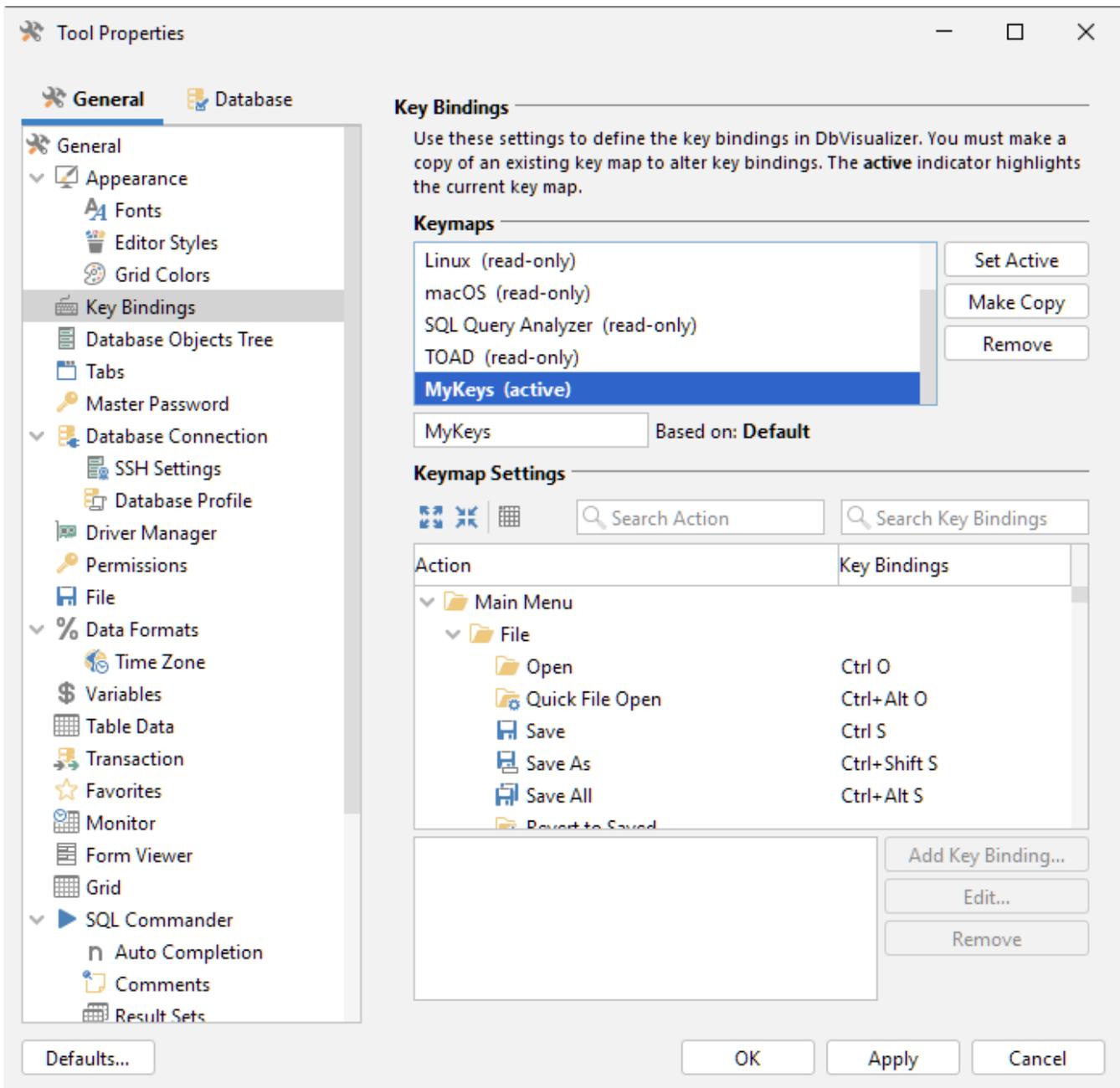
Ctrl+Alt O [Add Key Binding...]

[Edit...]

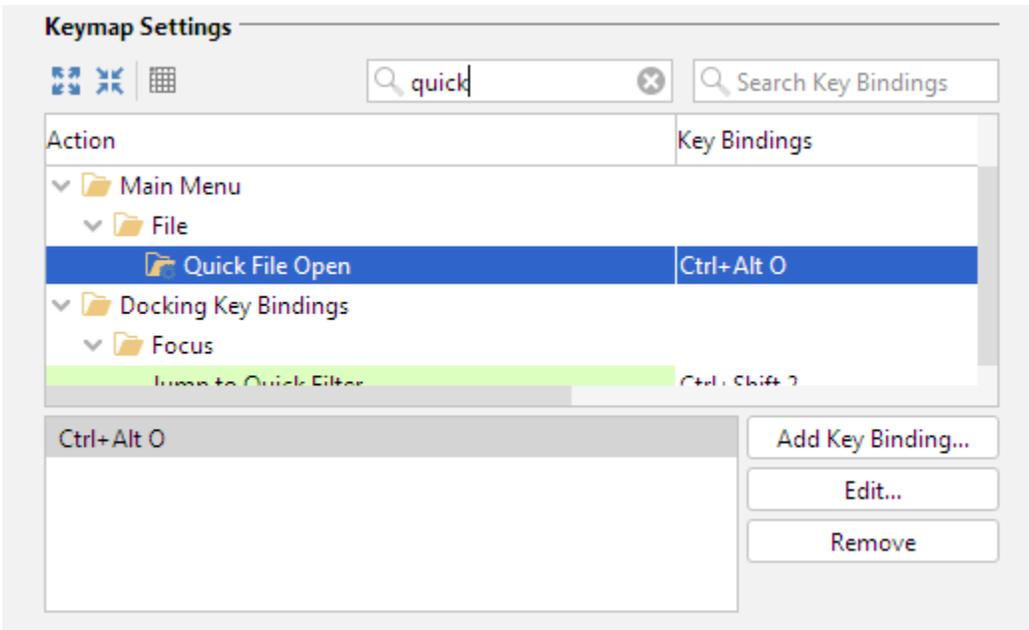
[Remove]

Defaults... [OK] [Apply] [Cancel]

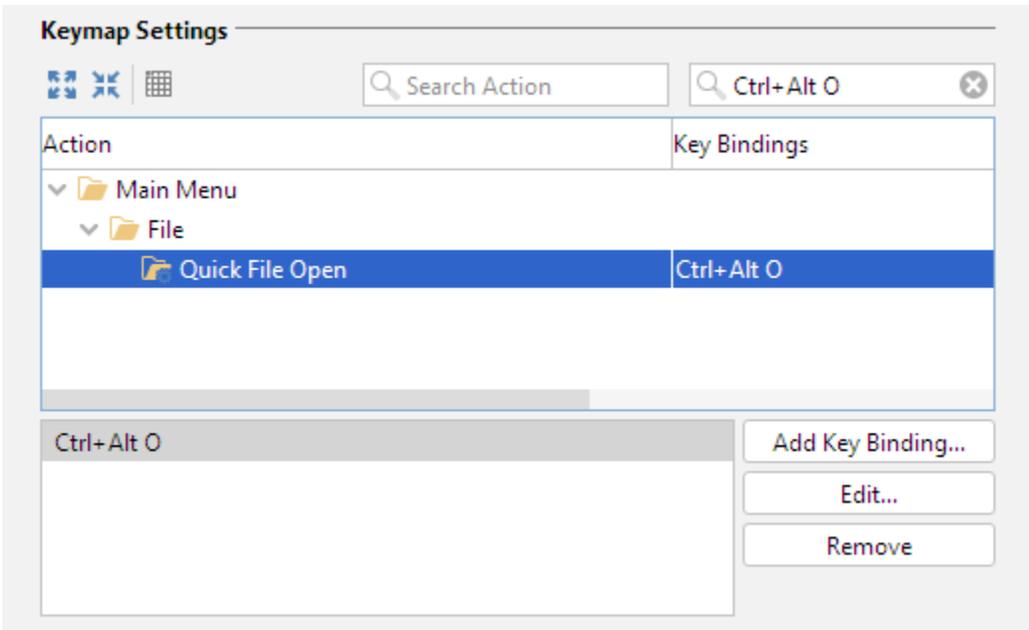
All user-defined keymaps are stored in your `$HOME/.dbvis/config130/keymaps` directory. A keymap file contains only the differences between the copied keymap and the current. To create a new keymap, select the map you want to copy and click the **Make Copy** button. The name of the copied keymap is suffixed with **_copy** and is **activated automatically**. Set a name on the new keymap if you like. The newly created keymap now has the exact same key bindings as the parent keymap.

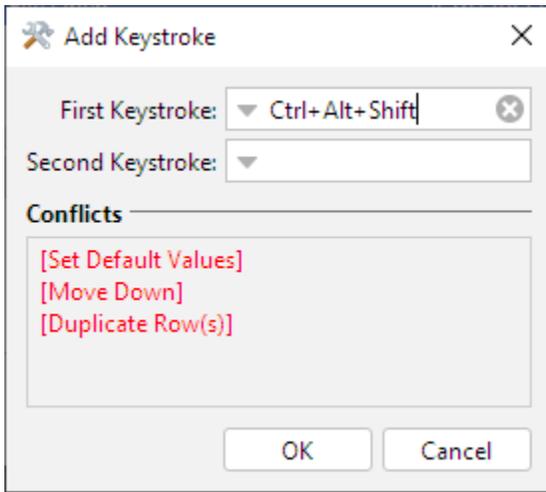


To modify the key bindings for an action, select the action from the action list. The current key bindings are listed in the **Key Bindings** list, and you can search for mappings by action or key binding.



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.

