



## Wing Personal Reference Manual



This manual documents the entire feature set of Wing Personal, which is a free Python IDE designed for students and hobbyists.

It covers installation, customization, setting up a project, editing, searching, navigating source code, using the integrated Python shell, executing operating system commands, debugging, source code analysis, and extending the IDE with user-defined scripts.

Trouble-shooting information is also included, for installation and usage problems, as well as a complete reference for Wing Personal's preferences, command set, and available key bindings.

If you are looking for a gentler introduction to Wing's feature set, try the **Tutorial** in Wing's **Help** menu. A more concise overview of Wing's features is also available in the [Quick Start Guide](#).

A collection of [Wing Tips](#), available on our website and by weekly email subscription, provides additional tips and tricks for using Wing productively.

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Wingware  
P.O. Box 400527  
Cambridge, MA 02140-0006  
United States of America

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## Introduction

This chapter describes how to install and start using Wing Personal. See also the [Quick Start Guide](#) and [Tutorial](#).

### **1.1. Product Levels**

This manual is for the Wing Personal product level of the Wing family of Python IDEs, which currently includes Wing Pro, Wing Personal, and Wing 101.

Wing Pro is the full-featured Python IDE for professional developers. It is a commercial product for sale on our website, and may be licensed either for Commercial Use or Non-Commercial Use. You may download Wing Pro for free and then use it on a 30-day trial period or with a purchased license.

Wing Personal is a simplified Python IDE that contains a subset of the features found in Wing Pro. It is designed for students, hobbyists, and other users that don't need all the features of Wing Pro. Wing Personal is free to download and use.

Wing 101 is a heavily scaled back IDE that was designed specifically for teaching entry level computer science courses. It omits most of the features of Wing Pro and Personal, and is free to download and use.

Wing Pro, Wing Personal, and Wing 101 are independent products and may be installed at the same time on your system without interfering with each other.

For a list of the features in each product level, see <https://wingware.com/downloads>

### **1.2. Supported Platforms**

Wing 8 is available for Microsoft Windows, Linux, and macOS.

#### **Windows**

Wing runs on Windows 10+ for Intel processors. Windows 8 may work in some cases but is not recommended or supported. Earlier versions of Windows will not work.

#### **Mac**

Wing runs on macOS 10.13+ as a notarized native application, both on Intel and Apple Silicon (M1) processors.

#### **Linux**

Wing runs on 64-bit Intel Linux versions with glibc version 2.17 or later (such as Ubuntu 14.04+, CentOS 7+, Kali 2+, and Fedora 20+). It requires libraries that are typically installed for a graphical desktop environment including libX11, libxcb, libxcb-xkb, libglib, and libexpat. It also requires an X windows server with the X keyboard extension.

### 1.3. Supported Python versions

Wing 8 supports versions 2.6 to 2.7 and 3.3 to 3.10 of Python from [python.org](https://python.org), [Anaconda](#), [ActivePython](#), [EPD](#), [Stackless Python](#), [cygwin](#), MacPorts, Fink, Homebrew, and other distributions based on CPython.

macOS and Linux come with Python. On Windows, you will need to install one of the above before using Wing.

Wing can also be used with alternative Python implementations such as PyPy, IronPython, and Jython, but the debugger and Python Shell will not work.

Both 32-bit and 64-bit compilations of Python are supported on Windows. On Linux and macOS only 64-bit Python is supported. However, Linux 32-bit Python can be debugged using Wing Pro's [remote development](#) feature.

Wing Pro users can also compile Wing's debugger on other operating systems, and against custom versions of Python (requires [NDA](#)).

### 1.4. Technical Support

If you have problems installing or using Wing, please submit a bug report or feedback using the [Submit Bug Report](#) or [Submit Feedback](#) items in Wing's **Help** menu.

Wingware Technical Support can also be contacted by email at [support at wingware.com](mailto:support@wingware.com), or online at <https://wingware.com/support>.

Bug reports can also be sent by email to [bugs at wingware.com](mailto:bugs@wingware.com). Please include your OS and product version number and details of the problem with each report.

If you are submitting a bug report via email, see [Obtaining Diagnostic Output](#) for more information on how to capture a log of Wing and debug process internals. Whenever possible, these should be included with email-based bug reports.

### 1.5. Prerequisites for Installation

To run Wing, you will need to obtain and install the following, if not already on your system:

- A system running a [supported OS version](#)
- A [downloaded](#) copy of Wing
- A [supported version of Python](#)
- A working TCP/IP network configuration (for the debugger; no outside access to the internet is required)

### 1.6. Installing Wing

Before installing Wing, be sure that you have installed the [necessary prerequisites](#). If you are upgrading from a previous version, see [Upgrading](#) first.

**Note:** The installation location for Wing is referred to as **WINGHOME**. On macOS this is the name of Wing's **.app** folder.

### Windows

Install Wing by running the downloaded executable. Wing's files are installed by default in **C:\Program Files (x86)\Wing Personal 8**, but this location may be modified during installation. Wing will also create a **Settings Directory** in the location appropriate for your version of Windows. This is used to store preferences and other settings.

The Windows installer supports a **/silent** command line option that uses the default options, including removing any prior install of Wing 8. If a prior install is removed, a dialog with a progress bar will appear. You can also use a **/dir=<dir name>** option to specify an alternate installation directory.

The **/verysilent** command line option has the same effect as **/silent** but also prevents display of a progress bar.

### Linux

Use the RPM, Debian package, or tar file installer as appropriate for your system type. Installation from packages is at **/usr/lib/wing-personal8** or at the selected location when installing from the tar file. Wing will also create a **Settings Directory** in **~/.wingpersonal8**, which is used to store preferences and other settings.

Wing Personal is also available in the [Snapcraft Store](#).

For more information, see the [Linux installation details](#).

### macOS

On macOS, Wing is installed simply by opening the distributed disk image and dragging to the Applications folder, and optionally from there to the task bar.

## 1.7. Running Wing

For a quick introduction to Wing's features, refer to the [Quickstart Guide](#). For a more gentle in-depth start, see the [Wing Tutorial](#).

**On Windows**, launch Wing from the start menu in the lower left.

**On macOS**, start Wing by double clicking on the app folder.

**On Linux**, execute **wing-personal8** (which is on the **PATH** by default for RPM and Debian installs) or execute **wing-personal** located inside the Wing installation directory.

To run Wing from the command line see [Command Line Usage](#).

## 1.8. Settings Directory

The first time you run Wing, it will create your **Settings Directory** automatically. This directory is used to store your license, preferences, default project, history, and other files used internally by Wing. It also contains any user-defined snippets, scripts, color palettes, syntax colors, file sets, and shared perspectives.

Wing cannot run without this directory. If it cannot be created, Wing will exit.



The settings directory is created in a location appropriate to your operating system. That location is listed as your **Settings Directory** in the **About Box** accessible from the **Help** menu.

On Windows the settings directory is called **Wing Personal 8** and is placed within the per-user application data directory. For Windows running on **c:** with an English localization the location is:

```
c:\Users\${username}\AppData\Roaming\Wing Personal 8
```

On Linux and macOS the settings directory is a sub-directory of your home directory:

```
~/wingpersonal8
```

### Cache Directory

Wing also creates a Cache Directory that contains the source analysis caches, auto-save directory, and a few other things. This directory is also listed in Wing's **About box**, accessed from the **Help** menu.

On Windows, the cache directory is located in the **AppData\Local** area. On Linux, it is **~/.cache/wingpersonal8** and on macOS, it can be found with the symbolic link **~/.wingpersonal8/cache-dir-symlink**.

### Overriding Settings and Cache Directories

The default location of the settings directory can be changed by passing **--settings=fullpath** on the command line, where **fullpath** is the full path of the directory to use. If the directory does not exist it will be created only if its parent directory exists. Otherwise, Wing falls back to using the default location for the settings directory.

Similarly, the default location of the cache directory can be changed with **--cache=fullpath**.

### Shared Settings Directory

Another way to override the default settings directory is to create a directory named **user-settings** inside of the Wing installation directory. When this is present, Wing will use it instead of the default location.

Creating this directory allows settings to move with Wing if your installation is on a portable drive, or to be shared among multiple users that log into the same machine. Permissions on the directory need to allow read and write for all users that will be using Wing.

This is not recommended if multiple users log into the same machine concurrently because settings changed by one user will be overwritten by another user without any notice, and the default project file will be locked if opened by multiple users.

## 1.9. Upgrading

Upgrades within the same major version number (for example from 8.0.4 to 8.0.5 or 8.1) can usually be made with **Check for Updates** in Wing's **Help** menu. Once you have upgraded, your previous preferences and settings remain in place. After restarting Wing, you should immediately be able to start using the new version.

The current version number is shown at startup and can be found in Wing's **About box**. A list of retained updates is also available here, allowing you to revert back to recent versions.

### ***Upgrading Without an Internet Connection***

If the machine where Wing is running does not have an internet connection, you will need to generate an update and <https://wingware.com/update> using a machine that does have an internet connection, move it to the target machine, and then apply it manually with **Apply Update** in Wing's **Help** menu.

### ***Upgrading to a New Major Release***

If you are upgrading across major releases (for example from Wing 7 to Wing 8), then you will need to download and install Wing as described in [Installing](#). This will install the new version along side your older major release of Wing, and they can be used independently.

New major releases of Wing will read and convert any existing Wing preferences, settings, and projects. Projects should be saved to a new name for use with the new major release since they cannot be read by earlier versions.

See also [Migrating From Older Versions](#).

### ***Upgrading Your License***

Valid annual licenses for Wing Pro, and perpetual licenses covered by Support+Upgrades can upgrade to any new release for free.

Other licenses must be upgraded before they can be activated in a newer major release. This can be done in the [online store](#).

#### ***1.9.1. Migrating From Older Versions***

Moving to Wing 8 from earlier versions should be easy. The first time you start Wing 8, it will automatically convert your preferences from the most recent older version of Wing found on your system, and place them into your Wing 8 [Settings Directory](#).

Wing 8 can be installed and used side by side with older major releases (Wing 7 and earlier) and operates completely independently. Projects from earlier versions of Wing will be converted and opened as untitled, and should be saved to a new file name since older versions of Wing cannot open Wing 8 projects.

### ***Compatibility Changes in Wing 8***

Wing 8 makes some incompatible changes, including functional changes and changes to the scripting API:

- Wing Personal no longer includes documentation and features specifically designed for third party modules, packages, and frameworks
- Wing runs on Python 3.9 internally, requiring update of all user extension scripts
- Use utf-8 as the default encoding for Python files when working with Python 3

- Change the color palette and theme selection preferences to the easier to understand Display Theme and Editor Theme
- Remove deprecated commands:
 

* show-panel-debug-probe	(use show-panel-debug-console)
* debug-probe-clear	(use debug-console-clear)
* debug-probe-toggle-active-range	(use debug-console-toggle-active-range)
* debug-probe-evaluate-active-range	(use debug-console-evaluate-active-range)
* debug-probe-show-active-range	(use debug-console-show-active-range)
* evaluate-sel-in-debug-probe	(use evaluate-sel-in-debug-console)
* set-current-as-main-debug-file	(use set-current-as-main-entry-point)
* clear-project-main-debug-file	(use clear-project-main-entry-point)
* set-selected-as-main-debug-file	(use set-selected-as-main-entry-point)
- Remove deprecated symbols in the scripting API:
 

* kArg* magic default argument values (other than kArgNumericModifier)	
* 'sheet' argument for CAPIApplication.ShowDialog	*
CAPIProject.Get/SetMainDebugFile	(use Get/SetMainEntryPoint)
CAPIDebugRunState.GetStackFrame	(use GetStackIndex)
- Remove legacy support for Zope2 name space merging and debugging with WingDBG
- Omit minor version number from the installation directory name on Windows
- Add spaces into the app installation directory name on macOS
- Change the names of executables on Linux to wing8, wing-personal8, and wing-101-8
- Dropped support for Django 1.3 and earlier
- Dropped support for version control with Bazaar
- When using PuTTY for remote development, Wing does not use the PuTTY configuration but requires setting the port number in the Wing remote host configuration, in order to work around a long-standing bug in PuTTY
- Auto-editing block management requires typing : a second time if working in a context where a type annotation or := could be used. This can be disabled with the Editor > Auto-Editing > Prefer Block Management in Assignments preference.
- Quotes are auto-closed in fewer contexts to avoid conflicts during editing

### 1.9.2. Fixing a Failed Upgrade

If an upgrade installed via **Check for Updates** causes problems, Wing can be reverted to the earlier installed version from the **About box**. If Wing won't start, use the command line option **--disable-updates** to start Wing without loading the update and then revert to the desired version.

A corrupted installation, resulting in random or bizarre behaviors and crashing, may be fixed by completely **uninstalling Wing** and manually removing any remaining files before installing again.

If this does not solve the problem, the **ide.log** file in **User Settings** may contain clues to the problem. Or try moving aside that directory while Wing is not running and then start Wing again. If this solves it, try restoring files from the old settings directory one by one to find the broken file. Files that could cause problems if corrupted include **default.wpr**, **license.act\***, **preferences** and **recent\***.

If you encounter any problems with an update, please email **support@wingware.com** or submit a bug report from Wing's **Help** menu so we can try to fix the problem for you.

## 1.10. Installation Details and Options

This section provides some additional detail for installing Wing and describes installation options for advanced users.

### 1.10.1. Linux Installation Notes

On Linux, Wing can be installed from RPM, Debian package, or from tar archive. Use the latter if you do not have root access on your machine or wish to install Wing somewhere other than **/usr/lib/wing-personal8**. Only 64-bit Linux is supported, although in Wing Pro [remote development](#) can be used to develop on a 32-bit host.

#### Installing Wingware's Public Key

Some systems will complain when you try to install Wing without first installing our public key into your key repository. The key is [available here](#). Copy and paste the key into a file **wingware.pub** and then use the following to import the key.

For RPM systems:

```
sudo rpm --import wingware.pub
```

For Debian systems:

```
sudo apt-key add wingware.pub
```

An alternative is just to bypass the key check with **--nogpg** command line option for **rpm**, **--nogpgcheck** for **yum**, and **--no-debsig** for **dpkg**.

#### Installing from RPM

Wing can be installed from an RPM package on RPM-based systems, such as RedHat and Mandriva. To install, run **rpm -i wing-personal8-8.3.3.0.x86\_64.rpm** as root or use your favorite RPM administration tool. Most files for Wing are placed under the **/usr/lib/wing-personal8** directory and the **wing-personal8** command is placed in the **/usr/bin** directory.

#### Installing from Debian package

Wing can be installed from a Debian package on Debian, Ubuntu, and other Debian-based systems.

To install, run **dpkg -i wing-personal8\_8.3.3.0\_amd64.deb** as root or use your favorite package administration tool. Most files for Wing are placed under the **/usr/lib/wing-personal8** directory and the **wing-personal8** command is placed in the **/usr/bin** directory.

It may be necessary to install some dependencies before the installation will complete, as requested by **dpkg**. The easiest way to do this is **sudo apt-get -f install** -- this installs the missing dependencies and completes the configuration step for Wing's package.

#### Installing from Tar Archive

Wing may also be installed from a tar archive. This can be used on systems that do not use RPM or Debian packages, or if you wish to install Wing into a directory other than **/usr/lib/wing-personal8**.

Unpacking this archive with `tar -zxvf wing-personal-8.3.3.0-linux-x64.tar.gz` will create a `wing-personal-8.3.3.0-linux-x64` directory that contains the `wing-install.py` script.

Running the `wing-install.py` script will prompt for the location to install Wing, and the location in which to place the executable `wing-personal8`. These locations default to `/usr/local/lib/wing-personal` and `/usr/local/bin`, respectively. The install program must have read/write access to both of these directories, and all users running Wing must have read access to both.

### Installing from the Snapcraft Store

Wing Pro, Wing Personal, and Wing 101 are also available through the [Snapcraft Store](#). Assuming you have `snap` on your system, you can install Wing as follows:

```
sudo snap install wing-personal8 --classic
```

Notice that you must specify the `--classic` option for `snap` to indicate that you understand Wing uses an unrestricted application confinement model, which is necessary so that it can work with files on your local disk and start sub-processes for debugging, testing, and other IDE operations.

### Configuring Wing for High DPI Displays

Wing's UI is implemented with the Qt toolkit, which includes support for high DPI displays, but the support varies depending on the desktop environment in use:

On **KDE**, as of early 2019, Wing should display correctly.

On **Gnome**, as of early 2019, Wing may suggest an interface scale factor based on the size of a character on the primary display.

If Wing is not displaying correctly, the user interface may be scaled manually. To scale icons, windows, and other elements other than fonts, use the **User Interface > Other > Icon and Window Scale Factor** preference. To scale the entire UI, including fonts, use **Presentation Mode** in the common configuration menu, which is accessed from the menu icon in the top right of Wing's window.

The `QT_*` environment variables described at <https://doc.qt.io/qt-5/highdpi.html> may also be used to scale Wing's display.

#### 1.10.2. Remote Display on Linux

Wing for Linux can be displayed remotely by enabling X11 forwarding in ssh as [described here](#).

In summary: You need to send the `-X` option to ssh when you connect from the machine where you want windows to display to the machine where Wing will be running, and you need to add **X11Forwarding yes** to your ssh configuration (usually in `~/.ssh/config`) on the machine where Wing will be running.

### XKEYBOARD extension needed

The graphics toolkit that Wing uses, Qt 5, requires the XKEYBOARD extension for the keyboard to work properly. This is an extension to the X11 protocol but has been available for 20+ years. However, there are X11 servers that do not support it including a few used for vnc.

If the keyboard isn't working correctly with Wing, check to see if the X11 server supports XKEYBOARD; sometimes it can be enabled in the server configuration. If it can't be enabled, consider switching to a server that does support the XKEYBOARD extension or try executing **export XKB\_DEFAULT\_RULES=base** before starting wing. Setting other environment variables is possible according to a bug report at <https://bugreports.qt.io/browse/QTBUG-44938>

### Speeding up the Connection

To improve performance, in most cases you should avoid using the **-C** option for ssh, even though it is often mentioned in instructions for setting up X11 forwarding. The compression that is enabled with **-C** is only useful over extremely slow connections and otherwise increases latency and reduces responsiveness of the GUI.

Another option to try is **-Y** (trusted X11 port forwarding) instead of **-X** (untrusted X11 port forwarding) as this may reduce overhead as well. However, this disables security options so it's a good idea to understand what it does before using it.

If you are displaying to Windows, the choice of X11 server software running on Windows can make a huge difference in performance. If the GUI seems very slow, try a different X11 server.

### Other Options

Other options for displaying Wing remotely from Linux include:

- **XRDP** -- implements the protocol for Windows Remote Desktop.
- **NoMachine** -- Another free remote desktop toolkit.

## 1.11. Backing Up and Sharing Settings

To back up your license, preferences, and other settings, you only need to back up the **Settings Directory**, which is listed in Wing's **About box**, accessed from the **Help** menu.

The process of restoring Wing or moving to a new machine consists simply of installing Wing again, restoring the above directory, and (in Wing Pro) reactivating your license if necessary.

The only other Wing-specific data that the IDE will write to your disk is in your project files (**\*.wpr**).

Wing also writes to a cache directory (also listed in the About box) and your OS-provided temporary directory, but those can be recreated from scratch if lost. The only possible exception to this is **autosave** in the cache directory, which contains unsaved files open in the IDE.

For more information on the location of these directories, see **User Settings Directory**.

### Sharing Settings

Many of the settings found in the **Settings Directory** can be shared to other machines or with other users of Wing. This includes the following files and directories:

- **filesets** -- shared [file sets](#) used for selecting files to search or include in the project.
- **launch** -- shared [launch configurations](#) used for defining environment for debugging and executing code.
- **palettes** -- any user-defined [color palettes](#) used for configuring the user interface.
- **perspectives** -- shared [perspectives](#) which store particular configurations of tools and editors.
- **oscommands** -- shared [OS Commands](#) which can be used from any project file.
- **preferences** -- Wing's [preferences](#), as configured in the **Preferences dialog**.
- **recent\*** -- lists of recent files, projects, commands, and so forth.
- **scripts** -- [scripts](#) that extend IDE functionality.
- **syntax** -- user-defined [syntax colors](#) for file types available in the editor.

Follow the links above to find details on the file formats involved. Most are simple textual formats that are easy to generate or modify if necessary. Wing does need to be restarted when replacing these files, and may overwrite changes made while it is running.

## 1.12. Removing Wing

### Windows

On Windows, use the Add/Remove Programs control panel, select **Wing Personal 8** and remove it.

### Linux/Unix

To remove an RPM installation on Linux, type **rpm -e wing-personal8**.

To remove an Debian package installation on Linux, type **dpkg -r wing-personal8**.

To remove a tar archive installation on Linux/Unix, invoke the **wing-uninstall** script in the install directory listed in Wing's **About** box. This will automatically remove all files that appear not to have been changed since installation. It will ask whether it should remove any files that appear to be changed.

### macOS

To remove Wing from macOS, just drag its application folder to the trash.

### User Settings

You may also want to remove the [User Settings](#) directory and cache directories if you don't plan to use Wing again on your system.

## 1.13. Command Line Usage

You can run Wing from the command line as follows:

**On Windows**, the executable is called **wing-personal.exe** and is located in the **bin** directory in your Wing installation. This is not on the **PATH** by default, but may be added with the Windows Control Panel.



On **Linux**, the executable is named **wing-personal8** and should be available on the **PATH**. The executable is also available as **wing-personal** in the installation directory, which is not on the **PATH** by default.

On **macOS**, the executable is called **wing-personal** and is located in **Contents/Resources** within the **.app** bundle directory. This is not on the **PATH** by default, but could be added either by adding that directory to **PATH** in **~/.profile** (for example, **PATH="/Applications/Wing Personal.app/Contents/Resources:\${PATH}"; export PATH**) or by placing a symbolic link (for example, by typing **sudo ln -s /Applications/Wing Personal.app/Contents/Resources/wing-personal wing-personal8** in a directory that is already on the **PATH**).

### **Opening Files and Projects**

Once you have established a way to start Wing from the command line, you may specify a list of files to open after the executable name. These can be arbitrary text files and a project file. For example, the following will open project file **myproject.wpr** and also the three source files **mysource.py**, **README**, and **Makefile**:

```
wing-personal.exe mysource.py README Makefile myproject.wpr
```

Wing determines file type by extension, so position of the project file name (if any) on the command line is not important.

A line number may be specified for the first file on the command line by appending **:<line-number>** to the file name. For example, **README:100** will position the cursor at the start of line 100 of the **README** file.

### **Command Line Options**

The following options may be specified anywhere on the command line:

**--prefs-file=fullpath** -- Add the given file to the list of preferences files that are opened by the IDE. These files are opened after the system-wide and default user preferences files, so values in them override those given in other preferences files.

**--new** -- By default Wing will reuse an existing running instance of Wing to open files specified on the command line. This option turns off this behavior and forces creation of a new instance of Wing. Note that a new instance is always created if no files are given on the command line.

**--reuse** -- Force Wing to reuse an existing running instance of Wing IDE even if there are no file names given on the command line. This just brings Wing to the front.

**--settings=fullpath** -- Use the given fullpath instead of the default location for the [Settings Directory](#).

**--cache=fullpath** -- Use the given fullpath instead of the default location for the cache directory.

**--verbose** -- (*Posix only*) This option causes Wing to print verbose error reporting output to **stderr**. On Windows, run **console\_wing.exe** instead for the same result.



**--disable-updates** -- Load Wing without applying any updates made since the last installation from an installer package. If you are having problems with an update, the update can be reverted from the **About box**.

**--get-login-env=yes|no** -- (*macOS only*) This option specifies whether Wing will get the inherited environment from a login shell. If this option is not specified, Wing will get the login environment when it is started from the Finder or via open from the command line. The login environment is the environment used when you run a shell or python in a Terminal window.

**--use-winghome** -- (*For developers only*) This option sets WINGHOME to be used during this run. It is used internally and by developers contributing to Wing. The directory to use follows this argument.

**--use-src** -- (*For developers only*) This option is used to force Wing to run from Python source files even if compiled files are present in the **bin** directory, as is the case after a distribution has been built.

**--orig-python-path** -- (*For developers only*) This option is used internally to indicate the original Python path in use by the user before Wing was launched. The path follows this argument.

## Customization

There are many ways to customize Wing in order to adapt it to your needs or preferences. This chapter describes the options that are available to you.

### 2.1. High Level Configuration Options

Wing displays a menu icon in the top right of the window, as part of the toolbar. This provides easy access to some of the most commonly used configuration options.

#### Display

**Dark Mode** toggles between light and dark display modes. The default light mode uses color palette **Classic Default** with native UI, while the default dark mode uses color palette **One Dark** applied throughout the UI. Wing will replace these defaults with the most recently used configuration made with the **Display Theme** and **Editor Theme** preferences.

**Presentation Mode** enters a mode where Wing scales the entire user interface, for presentations, meetings, or other situations where temporary scaling is useful. Entering and exiting this mode requires restarting the IDE, but your current project will be reopened.

**Show Menubar** allows toggling the menu bar on Windows and Linux. When the menu bar is hidden, its menus are included in this configuration menu.

#### Keyboard

**Keyboard Personality** selects the overall keyboard emulation mode. Wing can emulate VI/Vim, Emacs, Visual Studio, Eclipse, and several other editors.

**Configure Tab Key** changes the action of the tab key. See [The Tab Key](#) for details.

**Custom Key Bindings** can be used to enter additional key bindings for any of Wing's documented [commands](#) or commands added by [extension scripts](#).

#### Editor

**Configure Auto-Completion** can be used to control details of how the editor's auto-completer works. See the [Auto-completion](#) for details.

**Show Line Numbers** shows and hides line numbers in the editor.

**Show White Space** shows and hides visible space, tab, and end-of-line characters in the editor.

**Enable Folding** controls whether structural folding is enabled in the editor. See [Folding](#) for details.

### 2.2. User Interface Options

Wing provides many options for customizing the user interface to your needs, by changing display style and colors, the number and type of windows, layout of tools and editors, type of toolbar, and text font and size.

#### 2.2.1. Display Style and Colors

##### UI Color Configuration

The colors used for the user interface are selected with the **User Interface > Display Theme** preference. The default is to match the native look for the OS as much as possible. Or, you can select a color palette to apply to the UI. Both light and dark style palettes are available.

### Editor Color Configuration

By default, the editor matches the display theme described above. This can be changed with the **User Interface > Editor Theme** preference, by selecting one of the available light or dark mode colors palettes. This affects editor background color and the color of markers on text such as the selection, debug run marker, caret line highlight, bookmarks, diff/merge annotations, and other configurable colors. Palettes also define 20 additional colors that appear in preferences menus that are used for selecting colors.

Most of the defaults set by the color palette preference can be overridden on a value-by-value basis in preferences. For example, the **Editor > Selection/Caret > Selection Color** preference is used to change the text selection color to a value other than the one specified in the selected color palette. Each such preference allows selection of a color from the current color palette, or an arbitrary color from a color chooser dialog.

In Wing Pro and Wing Personal, the colors used for syntax highlighting code in the editor can be configured separately, as described in [Custom Syntax Coloring](#).

### Add Color Palettes

Additional color palettes can be defined and stored in the **palettes** sub-directory of the [Settings Directory](#). This directory must be created if it does not already exist. Example palettes are included in your Wing installation in **resources/palettes**. After adding a palette in this way, Wing must be restarted to make it available for use.

### 2.2.2. Windowing Policies

Wing can run in a variety of windowing modes. This is controlled by the **User Interface > Layout > Windowing Policy** preference, which provides the following options:

- **Combined Toolbox and Editor Windows** -- This is the recommended default, with a single window that contains all the editors and two toolbox areas.
- **Separate Toolbox Windows** -- This mode moves all the tools out to a separate window.

The windowing policy is used to describe the initial configuration and behavior of windows in the IDE. When it is changed, Wing will reconfigure your projects to match the windowing policy the first time they are used with the new setting.

In Wing Pro and Wing Personal, it is possible to create additional windows, and editors and tools can be moved to a new window or among existing windows without changing the windowing policy. This is described below.

### 2.2.3. User Interface Layout

The layout and behavior of the toolboxes, toolbar, and editor area are configurable. This configuration is stored in your project file and will be restored each time that project is opened. To share a user interface layout between projects, use shared [Perspectives](#).

#### Configuring Toolboxes

The contents of the toolbox areas can be configured by right-clicking or using the options drop down in the toolbox tab area to add or remove instances of tools.

The number of tool box sections Wing shows by default depends on your monitor size. Each of the toolboxes can be split or joined into any number of sections along the long axis of the toolbox. This is done with **Add Toolbox Split** or **Remove Toolbox Split** in the options drop down menu accessed from the top right of the toolbox or by right-clicking on the toolbox tabs. The tools will automatically be reallocated among the new number of toolbox splits.

Toolbox splits can also be added or removed by dragging tools around by their tabs, within each toolbox, to a different toolbox, or out to a new window. To create a new split, hover over one end of an existing toolbox split until a red split indicator appears.

The size of splits is changed by dragging the divider between them.

The toolboxes as a whole, including all their tools, can be moved to the left or top of the IDE window with **Move to Left** or **Move to Top** in the options dropdown or right click menu. Individual splits or the whole toolbox can also be moved out to a new window from here.

#### Using the Toolboxes

All the available tools are enumerated in the **Tools** menu, which will display the most recently used tool of that type or will add one to your window at its default location, if none is already present.

The **Set Key Binding** item in the options drop down menu can be used to assign a key binding to a particular tool.

Clicking on an already-active toolbox tab will cause Wing to minimize the entire toolbox so that only the tabs remain visible. Clicking again will return the toolbox to its former size. The **F1** and **F2** keys also toggle between these modes.

The command **Maximize Editor Area** in the **Tools** menu (**Shift-F2**) can be used to completely hide and later reshow both tool areas and the toolbar.

#### Configuring the Toolbar

Wing's toolbar can be configured by right-clicking on it to change the icon size and style, to select which toolbar groups are shown, to turn tooltips on and off, and to customize the icon colors or add custom tools.

The toolbar can also be hidden completely with the **User Interface > Toolbar > Show Toolbar** preference.

#### Configuring the Editor Area

Editors can be dragged by their tabs to move them to a new split or out to a new window. To create a new split, drag onto the editor surface area and pause above the top, right, left, or bottom portion of the editor until a red split indicator appears. The options drop down menu, accessed from the top right of the editor area or by right-clicking on the editor header, can also be used to add or remove splits.

By default, when multiple splits are shown, all the open files within the window are available within each split, allowing work on any combination of files or different parts of the same file. To open files in only one split, uncheck **Show All Files in All Splits** in the options drop down and then close unwanted duplicates.

In the same menu, **Hide Notebook Tabs** can be used to replace editor tabs with a popup menu that selects among open files. This may be preferable, when many files are open.

Other options in the drop down menu control tab order and sorting of the symbol index menus, among other things.

### Creating Additional Windows

In addition to moving existing editors or tools to new windows, Wing Pro and Wing Personal can also create new tool windows (initially with a single tool) and new document windows from the **Window** menu.

#### 2.2.4. Text Font and Size

Wing tries to find display fonts appropriate for each system on which it runs, but most users will want to customize the font style and size used in the editor and other areas of the user interface. This can be done with the **User Interface > Fonts > Editor Font/Size** and **User Interface > Fonts > Display Font/Size** preferences.

For information on altering colors used for syntax highlighting in the editor, see [Custom Syntax Coloring](#).

### 2.3. Keyboard Personalities

The default keyboard personality for Wing implements the most common keyboard equivalents found in a many text editors.

#### Note

Before doing anything else, you may want to set Wing's keyboard personality to emulate another editor, such as VI/Vim, Emacs, Visual Studio, Eclipse, XCode, MATLAB, or Brief. This is done with the **Edit > Keyboard Personality** menu or with the **User Interface > Keyboard > Personality** preference.

See the [Key Binding Reference](#) for a list of the key bindings supported for each keyboard personality.

Under the VI/Vim and Emacs personalities, key strokes can be used to control most of the editor's functionality, by interacting with a 'mini-buffer' at the bottom of the IDE window where the current line number and status messages are displayed.

Other preferences that alter keyboard behavior include **User Interface > Keyboard > Tab Key Action** and **Editor > Auto-completion > Completion Keys**.

In Wing Pro and Wing Personal it is also possible to add, alter, or remove individual key bindings in each of these personalities. See the following sub-sections for details.

### 2.3.1. Key Bindings

The command a key binding invokes may be modified with the **User Interface > Keyboard > Custom Key Bindings** preference. A custom key binding will override any binding found in the current keyboard personality.

To add a binding, click the **Insert** button, press the key binding you wish to use in the **Key** field, and then enter the name of the command to invoke in the **Command** field. To unbind a key that Wing defines by default, leave the **Command** field blank.

To determine what command a key is currently bound to, select **Command by Name** from the **Edit** menu, type **describe-key-briefly** and then press the key binding followed by **Enter**.

#### Key Bindings

Key bindings consist of one or more key presses, including any regular key and one or more modifier keys (**Shift**, **Ctrl**, **Alt**, and/or **Command**). Multiple modifiers may be pressed at once; **Ctrl-Shift-X** is distinct from **Ctrl-X**.

The **Shift** key is treated as a modifier only for keys where there is a lower case and upper case variant. For example, **Shift-M** is a valid binding for capital **M** while **Shift-9** will result in a different key binding (**Parenleft** on a US keyboard). The dialog for adding key bindings from the Custom Key Bindings preference takes care of this detail.

Key bindings may consist of multiple key strokes in a row, such as **Ctrl-X Ctrl-U**, **Ctrl-X A**, or **Esc X Y Z**.

#### Commands

The command for a key binding may be any of Wing's internal commands, as documented in the [Command Reference](#), or (in Wing Pro and Wing Personal) any user-defined command provided by an [extension script](#).

To disable a key binding, leave the command field blank.

If multiple comma-separated commands are specified, the key binding will execute the first available command in the list. For example, specifying **debug-restart, debug-continue** as the command will first try to restart an existing debug session, and if no debug session exists it will start a new one.

Some commands take arguments, which can be specified in the binding, for example using **enclose(start="(", end="")"** in the **Command** field will enclose the current selection with **()**. Any

unspecified arguments that do not have a default defined by the command will be collected from the user, either in a dialog or in the data entry area at the bottom of the IDE window.

Key bindings defined by the keyboard personality or overridden by the Custom Key Bindings preference will be shown in menu items that implement the same command. If a command is given more than one key binding, only the last binding found will be displayed, although all the bindings will work from the keyboard.

### The Alt Key on macOS

On macOS, the **User Interface > Keyboard > Alt Key** preference allows selecting one or both of the **Option** keys or the **Command** keys to act as the **Alt** key modifier for key bindings.

This preference should be set according to keyboard type, so that key bindings in Wing do not prevent entering characters composed with the **Option** keys.

For example, on German keyboards, **[, ]**, and other common symbols are entered with using **Option** key. In those cases, setting the preference to "Left Option key" frees up the right **Option** key for entering characters and dedicates the left **Option** key to triggering key bindings.

When **Command** is used for **Alt**, the binding for **Alt-<key>** takes precedence over any binding for **Command-<key>** for the same key.

### 2.3.2. Key Maps

Wing ships with several keyboard maps, found at the top level of the installation directory as **keymap.\***. These implement the keyboard personalities in the **User Interface > Keyboard > Personality** preference.

In order to develop an entirely new key binding, it is possible to create and select a custom key map with the **User Interface > Advanced > Key Map File** preference.

In a key map file, each key binding is built from the names listed in **Key Names**. These names are the same as the bindings produced when adding a binding with the **User Interface > Keyboard > Custom Key Bindings** preference, with some additional options. They may include:

1. A single unmodified key, which is specified by its name alone. For example, **'Down'** for the down arrow key.
2. Modified keys, which are specified by hyphenating the key names, for example **'Shift-Down'** if pressing the down arrow while **Shift** is held down. Multiple modifiers may be specified, as in **'Ctrl-Shift-Down'**. However, **Shift** should only be used for keys that have a lower case and upper case variant. For example, **'Shift-5'** is invalid and should be replaced with the key actually produced (**Percent** on US keyboards).
3. Multi-part key bindings can be specified by several bindings separated by a space. For example, to define a key binding that consists of first pressing and releasing **Ctrl-X** and then pushing the **A** key by itself, use **'Ctrl-X A'** as the key binding.
4. The special modifier **Timeout** may be used in multi-part key bindings with otherwise unmodified keys, to indicate a provisional key that is emitted as a regular key if no matching

key binding is found within the timeout period. For example, **Timeout-J K** requires typing **jk** in rapid succession. If only **j** is typed, it will be entered after the timeout elapses. If **jp** is typed and there is no binding for **Timeout-J P** then both **j** and **p** will be entered as soon as **p** is pressed. Bindings using **Timeout** only work while the focus is in the editor. Otherwise, they are ignored. The timeout used is configured with the **User Interface > Keyboard > Typing Group Timeout** preference.

5. The **Release** modifier can be used with any single-part key binding to specify that a command should be bound to the release of a key combination. For example, **'Release-Ctrl-X'** invokes a command only when releasing **Ctrl-X**.
6. Special modifiers are defined for VI/Vim mode: **Visual**, **Browse**, **Insert**, and **Replace**. These correspond with the different editor modes, so that the binding will only work in that mode. These modifiers only work if the **User Interface > Keyboard > Keyboard Personality** preference has been set to **VI/Vim**.

The command portion of the key binding may be any of the commands listed in the [Command Reference](#). See [Key Bindings](#) and the examples below for details.

### ***Includes***

Key maps can include other keymaps. For example, all the default keymaps include a basic map that defines the action of the arrow keys, function keys, and other common functionality:

```
%include keymap.basic
```

The referenced file must be in the same directory as the keymap that contains the include, or a full path.

### ***Examples***

Here is an example that adds a key binding. If the command already has a default key binding, both bindings will work:

```
'Ctrl-X P': 'debug-attach'
```

This example undefines a key binding from an earlier definition (usually, from an included key map file):

```
'Ctrl-C Ctrl-C': None
```

These can be combined to change the key binding for a command without retaining its default key binding:

```
'Ctrl-C Ctrl-C': None  
'Ctrl-G': 'debug-continue'
```



## Customization

Wing always retains only the last key binding for a given key combination. This example binds **Ctrl-X** to **quit** and no other command:

```
'Ctrl-X': 'debug-stop'  
'Ctrl-X': 'quit'
```

If multiple commands are separated by commas, Wing executes the first command that is available. For example, the following will restart the debug process whether or not one is already running:

```
'Ctrl-X': 'debug-restart, debug-continue'
```

Command arguments can be specified as part of the binding. Any unspecified arguments that do not have a default will be collected from the user in a dialog or in the data entry area at the bottom of the IDE window:

```
'Ctrl-X P': 'show-panel(panel_type="debug-console")'
```

If Keyboard Personality is set to VI/Vim, modifiers corresponding to the editor modes restrict availability of the binding to only that mode:

```
'Visual-Ctrl-X': 'cut'
```

Here is an example that combines several of the above with the **Release** modifier:

```
'Shift-Space': 'debug-show-value-tips', 'send-keys(keys=" ")'  
'Release-Shift-Space': 'debug-hide-value-tips'
```

### 2.3.3. Key Names

The best way to obtain the names of keys is to enter a new key binding in the **User Interface > Keyboard > Custom Key Bindings** preference. Alternatively, refer to the following enumeration of all keys.

**Modifier keys** supported for key bindings are:

- **Ctrl** -- Either Control key.
- **Shift** -- Either Shift key. This modifier is ignored with some key names, as indicated below.
- **Alt** -- Either Alt key. This is not recommended for general use because bindings using it tend to conflict with menu accelerators and operating system or window manager operations. On macOS, the **User Interface > Keyboard > Alt Key** preference is used to configure which keys invoke Alt-key bindings.
- **Command** -- Mac OS Command key. This is intended for use only on macOS.

**Unmodified keys** such core western alphabet keys are specified as follows:

**A B C D E F G H I J K L M N O P Q R S T U V W X Y Z**

**Digits and most punctuation** can be specified but the **Shift** modifier will be ignored to accomodate different international keyboards:

**0 1 2 3 4 5 6 7 8 9**

**` ~ ! @ # \$ % ^ & \ \* ( ) - \_ + = [ ] { } \ | ; : ' " / ? . > , <**

**Special keys** can also be used with any modifier:

**Escape, Space, BackSpace, Tab, Linefeed, Clear, Return, Pause, Scroll\_Lock, Sys\_Req, Delete, Home, Left, Up, Right, Down, Prior, Page\_Up, Next, Page\_Down, End, Begin, Select, Print, Execute, Insert, Undo, Redo, Menu, Find, Cancel, Help, Break, Mode\_switch, script\_switch, Num\_Lock,**

**F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, L1, F12, L2, F13, L3, F14, L4, F15, L5, F16, L6, F17, L7, F18, L8, F19, L9, F20, L10, F21, R1, F22, R2, F23, R3, F24, R4, F25, R5, F26, R6, F27, R7, F28, R8, F29, R9, F30, R10, F31, R11, F32, R12, F33, R13, F34, R14, F35, R15,**

**Additional key names** that also ignore the **Shift** modifier include:

**AE, Aacute, Acircumflex, Adiaeresis, Agrave, Ampersand, Any, Apostrophe, Aring, AsciiCircum, AsciiTilde, Asterisk, At, Atilde, Backslash, Bar, BraceLeft, BraceRight, BracketLeft, BracketRight, Ccedilla, Colon, Comma, Dollar, ETH, Eacute, Ecircumflex, Ediaeresis, Egrave, Equal, Exclam, Greater, Iacute, Icircumflex, Idiaeresis, Igrave, Less, Minus, Ntilde, NumberSign, Oacute, Ocircumflex, Odiaeresis, Ograve, Ooblique, Otilde, ParenLeft, ParenRight, Percent, Period, Plus, Question, QuoteDbl, QuoteLeft, Semicolon, Slash, Space, THORN, Uacute, Ucircumflex, Udiaeresis, Ugrave, Underscore, Yacute, acute, brokenbar, cedilla, cent, copyright, currency, degree, diaeresis, division, exclamdown, guillemotleft, guillemotright, hyphen, macron, masculine, mu, multiply, nobreakspace, notsign, onehalf, onequarter, onesuperior, ordfeminine, paragraph, periodcentered, plusminus, questiondown, registered, section, ssharp, sterling, threequarters, threesuperior, twosuperior, ydiaeresis, yen**

## 2.4. Preferences

Wing provides many preferences to control the behavior of the IDE. These are available from the **Preferences** item in the **Edit** menu, or **Wing Personal** menu on macOS. Preferences are organized by category. Documentation for each preference is displayed when the mouse is hovered over it.

All preferences are also documented in the [Preferences Reference](#).

## 2.5. Custom Syntax Coloring

There are two ways to configure syntax highlighting in Wing: Minor adjustments can be made in preferences, and comprehensive configuration can be achieved by creating a syntax color specification file.

### ***Minor Adjustments***

For minor tweaks to syntax coloring in the editor, use the **Editor > Syntax Coloring > Syntax Formatting** preference. For each supported file type, and each lexical state for the file type, it is possible to set the foreground and background colors, to use bold or italic font, and to fill the end of line character so it appears as a solid block of color.

### ***Comprehensive Changes***

For more comprehensive changes to syntax coloring, textual syntax coloring specifications can be placed into a directory called **syntax** within the **Settings Directory**. This directory must be created if it is not already present.

Your custom syntax coloring configuration files can be modeled on the system-wide defaults, which are stored in **resources/syntax** within the Install Directory listed in Wing's **About** box. Copy only the files you intend to edit. Any values missing from these files cause Wing to fall back to the system-wide defaults.

Wing must be restarted to pick up changes made in these files. To make this easier to do while working on syntax color configurations, bind a key to the command **restart-wing** or right-click on the toolbar to add an icon for this command.

### ***Overriding Preferences***

Note that any non-default syntax coloring preferences will take precedence over syntax files found in the settings directory or system-wide. So if you have previously set syntax colors in preferences, you will need to undo those settings. One way to do this is to edit the **preferences** file in your **Settings Directory** and remove the value for **edit.syntax-formatting**. You'll need to do this when Wing is not running, or edit a copy of the file in Wing and move it into place while Wing is not running.

### ***Color Palette-Specific Configuration***

To override syntax colors only for one particular color palette listed in the **User Interface > Editor Theme** preference, place the syntax file in a sub-directory of the **syntax** directory whose name matches the palette specification file name. For example, use **syntax/black-background/python.stx** to specify colors to use in Python files only with the Black Background color palette.

### ***Print-Only Colors***

To override syntax colors for printing only, place the syntax file in a **print** sub-directory of the **syntax** directory. For example, use **syntax/print/python.stx** to specify colors to use in Python files when printing.

### ***Automatic Color Adjustment***

If the color palette selected with the **User Interface > Editor Theme** preference uses a non-white background for the editor, then Wing will automatically adjust all configured foreground colors when necessary to ensure that the text remains visible. This avoids the need to create completely new color configurations for different editor background colors.

This feature applies both to colors set in preferences and colors in a **\*.stx** file. However, automatic color adjustment is disabled when using a palette-specific syntax configuration file, as describe above, since in that case the colors are being designed for a specific background color.

### ***Color Names for Python***

The syntax color names shown in preferences and the **\*.stx** files vary by file type. For Python they are defined as follows:

- **default** -- any text that is not covered by the following
- **commentline** -- a comment starting with a single **#**
- **number** -- any integer, float, binary, octal, or hexadecimal number
- **string** -- a string with double quotes **"like this"**
- **character** -- a string with single quotes **'like this'**
- **word** -- any Python keyword, like **if**, **else**, **for**, **try**, etc.
- **triple** -- a triple quoted string with single quotes **"""like this"""**
- **tripledouble** -- a triple quoted string with double quotes **"""like this"""**
- **classname** -- the name of a class when just after the keyword **class**
- **defname** -- the name of a function or method when just after the keyword **def**
- **operator** -- any operator, like **+**, **-**, **/**, **==**, and so forth
- **identifier** -- any variable including function or class names if not at point of definition
- **commentblock** -- a comment starting with **##**
- **stringeol** -- indicates an unterminated string
- **word2** -- any Python builtin like **open**, **file**, **ord**, **int**, **isinstance**, and so forth
- **decorator** -- a function, method, or class decorator starting with **@**
- **fstring** -- a double-quoted f-string **f"like this"**
- **fcharacter** -- a single-quoted f-string **f'like this'**
- **ftriple** -- a triple quoted f-string with single quotes **f"""like this"""**
- **ftripledouble** -- a triple quoted f-string with double quotes **f"""like this"""**

## ***2.6. Perspectives***

Wing Pro and Wing Personal allow you to create and switch between particular arrangements of the IDE's tools. This allows adjusting the user interface for particular kinds of work, such as editing, testing, debugging, working on documentation, and so forth.

These subsets, or perspectives, are named and then accessed from the **Tools** menu, which provides a sub-menu for switching between them. The current perspective's name is shown in `[]` brackets in the lower left of Wing's window.

### *Perspective Manager*

**Manage Perspectives** in the **Tools** menu displays the **Perspective Manager**. This dialog shows the name of each perspective, whether or not the perspective is shared by all projects, whether or not the perspective is auto-saved, the perspective style, and the key binding (if any) that is assigned to it.

The name of a perspective can be changed by clicking on the name within the list and editing it in place.

When perspectives are shared, they are stored in the shared perspectives file, which is configured with the **User Interface > Perspectives > Shared Perspective File** preference, instead of in the project file. This makes the shared perspectives available to all projects, or potentially to multiple users. When multiple instances of Wing share this file, Wing will watch for changes and auto-reload the set of perspectives into each instance of Wing, as another instance makes changes. Note that when a shared perspective is un-shared, it is moved into the project currently open in the instance of Wing that un-shared it.

The perspective style can be used to control how much state is stored in the perspective: By default Wing stores only the overall layout of the GUI and set of tools present. Setting this to "Tools and Editors" will cause the perspective to control also which editors are open. Setting it to "All Visual State" will store also the detailed state of the tools and editors, including scroll position, selection, search strings, tree expansion states, and so forth.

When a key binding is defined, that key sequence will cause Wing to switch to the associated perspective.

### **Perspective Manager Context Menu**

The Perspective Manager provides the following functionality in its context (right-click) menu:

- **New** creates a new untitled perspective with the current state of the application.
- **Duplicate** makes a copy of the selected perspective, including its stored application state.
- **Delete** removes the selected perspective.
- **Set Key Binding** displays a dialog to set a key binding that will cause Wing to switch to that perspective.
- **Update with Current State** replaces the stored state for the selected perspective with the current application state.
- **Restore Saved State** loads the state stored in the selected perspective without making that perspective current.

## Preferences

The Perspective Manager's **Configure** button displays the preferences that control how perspectives work. These include:

- **User Interface > Perspectives > Auto-save Perspectives** -- Selects when the current GUI state should be auto-saved into a perspective before switching to another perspective. **Always** will always auto-save all perspectives, **Never** disables auto-save entirely, **Prompt** causes Wing to prompt each time when leaving a perspective, and **Configured by Perspective** allows the behavior to be controlled for each perspective, in the Manage Perspectives dialog. The default is **Always** so that the last application state is always restored when returning to the perspective. Disabling auto-save can be useful for perspectives that should always start with a previously stored fixed state.
- **User Interface > Perspectives > Shared Perspective File** -- This is used to specify where shared perspectives are stored on disk. The default is a file **perspectives** in the [Settings Directory](#).

## Auto-Perspectives

Auto-perspectives can be used to automatically switch between the built-in perspectives **edit** and **debug** when debugging is started and stopped. When this is enabled, Wing will show fewer tools when editing and most of the debugging tools only while debugging. If the user alters which tools are shown from the defaults, this will be remembered the next time debug is started or stopped.

Auto-perspectives are off by default and can be turned on with the **Automatic Perspectives** attribute under the **Debug** tab in **Project Properties**.

Once this is enabled, Wing will save the unnamed pre-existing perspective as **user** and will display the appropriate perspective **edit** or **debug** with its default tool set. Note that the perspectives **edit** and **debug** are not created until the first time debugging is started. After that, they appear in the **Goto Perspective** sub-menu in the **Tools** menu and in the perspective manager.

## Restoring the Default Toolset

In Wing Pro, the **Tools** menu item **Restore Default Toolset** will restore the tools appropriate for the current perspective. The state that is restored will differ for **edit**, **debug**, and other perspectives.

## 2.7. File Filters

The **Files > File Types > File Filters** preference allows you to define filters that constrain file selection for the project and searching. When adding or editing a filter, the following information may be entered:

- **Name** -- The display name for the filter
- **Includes** -- A list of inclusion criteria, each of which contains a type and a specification. A file will be included by the filter if any one of these include criteria matches the file.
- **Excludes** -- A list of exclusion criteria, any of which can match to cause a file to be excluded by the filter even if one or more includes also matched.

The following types of include and exclude criteria are supported:

- **Wildcard on File Name** -- The specification in this case is a wildcard that must match the file name. The wildcards supported are **\*** to match any string, **?** to match any single character, **[seq]** to match any character in a sequence, and **[!seq]** to match any character not in a sequence. Sequences may be a list of characters or a range specifier such as **a-z** or **0-9**. If the specification contains no wildcard characters, it is treated as a file extension.
- **Wildcard on Directory Name** -- The specification in this case is a wildcard that must match the directory name.
- **Mime Type** -- The specification in this case names a MIME type supported by Wing. If additional file extensions need to be mapped to a MIME type, use the **Files > File Types > Extra File Types** preference to define them.

Once defined, filters are presented by name in the **Search in Files** tool's **Filter** menu, and in the **Project** tool's **Directory Properties**.

Any problems encountered in using the file filters are reported in the **Messages** tool.

## Project Manager

Wing's **Project** manager provides quick access to the files in your software development project and collects information needed by Wing's debugger, editor, search, version control, and other features.

### 3.1. Creating a Project

To create a new project, use **New Project** in the **Project** menu. This dialog prompts you to select or create a source directory to use with your new project, and to select a Python environment.

#### *Select the Source Directory*

The first step is to select whether you plan to use an existing source directory or create a new one. The options are:

(1) **Create Blank Project** creates a new empty untitled project for subsequent manual configuration. When this value is selected the dialog's **Next** button is replaced with **Create Project** and the project is created immediately from there.

(2) **Use Existing Directory** allows you to select an existing source directory from the host selected above. This directory will be added to your project and scanned to detect whether it implies the Python environment that should be used by your project. If a virtualenv is found in top level of the directory, or if the directory is managed by **pipenv**, then Wing changes the **Next** button in the dialog to **Create Project** and creates the project immediately using the found Python environment.

(3) **Create New Directory** -- will create a new directory with selected name and parent directory. You may optionally choose to clone a revision control repository into the new directory and select a test framework to use with it.

Whether using an existing directory or creating a new one, **Project Type** may be selected for certain commonly used Python frameworks. This causes Wing to configure the project in ways specific to that framework. For example, for **Flask** child process debugging is enabled so Flask's reload feature may be used with Wing's debugger, **Django** enables debugging of Django templates, and **SciPy** and others enable special support for interactive plots.

#### *Select the Python Environment*

Unless you are creating a new blank project or using an existing directory that implies the Python environment to use, you will be presented with options for selecting or creating a Python environment after pressing the **Next** button in the **New Project** dialog. The options here are:

**Use Default** selects the latest found Python version on your system.

**Command Line** is used to select an existing base installation of Python. You will need to enter the full path to the **python**, **python2**, **python3**, or **python.exe** executable. This is the value of **sys.executable** after **import sys** in the Python you wish to use. Wing presents a menu of found Python installations in the drop down to the right of the entry area.

**Activated Env** activates and uses a virtualenv or Anaconda environment. You will need to enter the full path to the **activate** or **activate.bat** for a virtualenv, or the Anaconda environment's activate



command. Recently used and found environments are listed in the drop down menu to the right of the entry area. Note that an activated env will not work if the full path to the activate command contains spaces. In that case, use the **Command Line** option as described above.

### 3.1.1. About Project Configuration

Wing uses projects as a way to configure the environment needed by your code, and to distinguish between source files that are part of your code base (those you are likely to want to open, edit, search, etc.) and those that are just in libraries or packages that you use (and should be discovered by Wing's code intelligence features).

Once a project has been set up from the **New Projects** dialog, the project's configuration can be viewed and modified from **Project Properties** in the **Project** menu. The configuration is described in more detail in [Project Properties](#).

To see or change which files are in your project, use the **Project** tool in the **Tools** menu, as described below.

### Python Environment

Whether you do it from the **New Project** dialog or later in **Project Properties**, it is important to set up the Python environment that Wing should be using with your code. This affects the contents of the auto-completer, the display of code warnings and errors, and many other features that need to distinguish between syntactic and other differences across Python versions. It also allows Wing to find and analyze all the third party packages that you may use in your code.

In addition to setting **Python Executable**, you may also need to set **Python Path** or **Environment** in **Project Properties** so Wing can successfully find and inspect all the modules that your code uses. Setting **Python Path** is usually only necessary if your code modifies **sys.path** at runtime. Setting **Environment** is (relatively rarely) needed to allow Python modules to load and use DLLs.

### Adding Files and Directories

Adding your source files to the project tells Wing which files you are working on, which is important for searching, **Open From Project**, and other features. Usually only the source base you are working on should be added to the project, while Python's standard libraries and other frameworks and libraries used by your code can be left out of the project and instead found, as needed, through the **Python Path**. Packages that are installed into Python will be found automatically.

If you did not add all your source code from the **New Project** dialog, you can do so with **Add Existing Directory** in the **Project** menu. This allows you to control which files to include, and whether or not sub-directories are included. The list of files shown in the project updates as files matching the criteria are added and removed on disk.

Individual files can be added with **Add Current File** and **Add Existing File**.

**Add New File** can be used to create a new file and simultaneously add it to your project.

A subset of these options can be accessed from the context menu that appears when right-clicking on the **Project** tool.

### Removing or Omitting Files and Directories

To remove a specific file or directory, select it and use **Remove Selected Entry** in the **Project** menu or **Remove/Exclude From Project** in the right-click context menu on the **Project** tool.

If the removed file or directory is part of another directory that has been added to the project, the removal is remembered as an exclusion that can be cleared from **Directory Properties**, which are accessed by right clicking on the parent directory in the **Project** tool.

### Saving a New Project

The **New Project** dialog automatically saves your new project if you are creating a new source directory along with it. If you selected an existing source directory or created a new blank project, then your project is created as an untitled unsaved file. In this case you will need to save it with **Save Project** in the **Project** menu. Once a project file has been saved the first time, it will be re-saved automatically as you work with Wing and there is no need to save it manually again unless you wish to move the project file, as described in the next section.

## 3.2. Moving Projects

Wing's project files reference the files and directories that were added to the project by using relative paths, which it interprets from the location of the project file.

If you need to move a project file to a new location relative to the location of the files and directories it references, without also moving those files and directories, use **Save Project As...** in the **Project** menu. This will update the relative paths so that the project will continue to work from its new location.

## 3.3. Display Options

The project can be set to show your files in one of several ways, using the **Options** menu in the top right of the **Project** tool:

- **View As Tree** -- This displays the project files in tree form. The tree structure is based on the relative path from the project file to the files and directories added to the project.
- **View As Flattened Tree** -- This view shows files organized according to their location on disk. Each directory is shown at the top level with path names shown as relative paths based on the location of the project file.

The **Options** menu also contains items that control the sorting of files within their directory:

- **Sort by Name** -- Show files in alphabetical order
- **Sort by Mime Type** -- Show files grouped by mime type
- **Sort by Extension** -- Show files grouped by their extension

The **List Files Before Directories** option controls whether files or directories are shown first in the tree view.

### 3.4. Opening Files

Files can be opened from the **Project** tool by double clicking or middle clicking on the file name, or by right-clicking and using the **Open in Wing** menu item.

Files can be shown within their directory in the native file explorer for the OS by right-clicking on the item in the **Project** tool and selecting **Show in Explorer** (on Windows), **Show in Finder** (on macOS), or **Show Directory** (on Linux).

Files may also be opened using an external viewer or editor by right-clicking on the file and using the **Open in External Viewer** item. On Windows and macOS, this opens the file as if double clicked in the OS file browser. On Linux, the preferences **Files > External Display > File Display Commands** and **Files > File Types > Extra File Types** are used to configure how files are opened.

#### Navigation Options

The **Options** menu in the **Project** tool provide options that control how navigation of the directory tree works:

**Follow Selection** can be checked to cause Wing to open any file selected in the **Project** tool, regardless of how the selection is made. To avoid clutter, files are visited in **transient mode**, except if double clicked.

**Follow Current Editor** causes the current selection on the **Project** tree to track the current editor file.

Once it has the focus, the **Project** tool's tree is navigable with the keyboard, using the up/down arrow keys, page up and page down, and home/end. Use the right arrow key on a parent to display its children, or the left arrow key to hide them. Whenever a file is selected, pressing enter will open that item into an editor in Wing.

### 3.5. File Operations

The **Project** tool's right-click context menu can be used to execute, debug, and search files, and define named sets of files to edit and search. The set of operations that will be shown in the context menu are configurable from the menu, with **Configure Menu**.

#### Executing

You can execute Makefiles, Python source code, and any executable files by right-clicking on the **Project** tool and selecting **Execute Selected**. This executes outside of the debugger with any input/output occurring in the **OS Commands** tool, where the runtime environment for the execution can be configured.

#### Debugging

Python files listed in the **Project** tool can be debugged by right-clicking and selecting **Debug Selected**. A particular file can be marked as the main entry point by selecting **Set as Main Entry Point**. Once this is done, the file will be debugged when starting debug from the **Debug** menu or toolbar. For more information on debugging, see [Debugger](#).

## Searching

The contents of files and directories may be searched from the **Project** tool by right-clicking on them and selecting **Search in Selected**. This displays the **Search in Files** tool and sets the **Look in** search scope to the selected item. Focus is placed on the **Search** field so the search string can be entered.

## File Sets

Arbitrary sets of files can be selected on the **Project** tool by clicking, shift-clicking, and ctrl-clicking (or command-clicking on macOS). When this is done, the set of files can be named for later reference by right-clicking on one of the selected items and choosing **Name Selected File Set**. The file set will then appear in the **File > File Sets** menu. See **File Sets** for details.

## 3.6. Creating, Renaming, and Deleting Files

The **Project** tool supports creating, renaming, and deleting files and directories on disk.

### Creating Files, Directories, and Packages

The right-click context menu in the **Project** tool contains items for creating new files, directories, and Python packages:

- **Create New File** prompts for a new file's name and opens the file in the editor. The file is not actually created on disk until it is saved from the editor.
- **Create New Directory** prompts for a new directory's name and creates the directory on disk.
- **Create New Package** prompts for a new directory's name, creates the directory on disk, creates a file `__init__.py` inside that directory, and opens it in the editor.

### Renaming Files and Directories

Files and Directories can be renamed by clicking on an already-selected item in the **Project** tool and editing the name in place. When **Enter** is pressed to complete the edit, the item will be renamed on disk.

Items can also be renamed by right-clicking on them and selecting **Rename**.

### Deleting Files and Directories

Files and Directories can be deleted by right-clicking on an item in the **Project** tool and selecting **Move to Trash** (or **Delete** on Windows). The item will be moved to the trash or recycling bin provided by the operating system.

## 3.7. Project Properties

Each project has a set of properties that can be accessed and edited from the **Project Properties** item in the **Project** menu. These are used to configure the Python environment that is used when debugging, executing, testing, or inspecting Python code for **source code analysis**. Correct configuration of project properties is important to auto completion, refactoring, error detection, and other features of the IDE. Project properties are also used to set options for the project, and to enable and configure extensions for **Django** and **matplotlib**.

Any string value for a property may contain environment and special variable references, as described in [Environment Variable Expansion](#).

### **Environment**

The following properties control the Python environment:

**Python Executable** specifies the Python executable that should be used with code in this project. The default is to use Python found on the PATH, or if none is found there then the latest version found anywhere on the system. Use **Command Line** to enter any command that invokes Python with all provided arguments. This is often set to the value of `sys.executable` (after `import sys`) in the selected Python. A list of all found Python installations is given in the drop down to the right of the entry area.

To use an environment set up by virtualenv or Anaconda, choose **Activated Env** to enter the full path to `activate` or `activate.bat` for the selected environment. The drop down menu to the right of this field lists recently used and automatically found environments. If the path to the activate script contains spaces, this option will not work. In that case, use **Command Line** as described above.

When this property invokes Anaconda Python, Wing will automatically run Anaconda's `activate base` before it starts Python. This is needed to avoid failure to import some modules as a result of missing environment. See About Anaconda Environments in the [Anaconda How-To](#) for details.

**Python Path** sets the `PYTHONPATH` environment variable to use whenever Python is launched for debugging, execution, unit testing, or running the Python Shell. When **Use default** is selected, the `PYTHONPATH` environment variable inherited by Wing at startup is used. Otherwise, when **Custom** is selected, the specified `PYTHONPATH` is used instead.

Setting this property is usually only necessary if your code changes `sys.path` at runtime in a way that Wing can't auto-detect or if it depends on `PYTHONPATH` being set from the outside. You should not add Python standard library directories here. Python already knows those and Wing will be able to obtain them by inspecting your selected **Python Executable**.

This property allows displaying the entered Python Path either as a list or as text using the path separator appropriate for the OS. If you need to paste in a path, select **View as Text** first and then right-click to **Paste**. The path is stored internally as a list, so the same configuration can work on multiple OSes.

Both Python and Wing use the selected `PYTHONPATH` to locate modules that are imported with the `import` statement. If necessary directories are missing from the configured path, Python will raise `ImportError` for modules it cannot find, and Wing will fail to provide auto-completion, goto-definition, and other code intelligence on imported modules.

**Environment** is used to specify values that should be added, modified, or removed from the environment used for debugging and executing code from Wing, including also when running unit tests or version control commands. The values defined here are also used to expand [environment variable references](#) used in other properties.

Each entry is in `var=value` form, without any quotes around the value, and must be specified one per line. An entry in the form `var=` (without a value) will remove the given variable so it is undefined.

Note that you are operating on the environment inherited by the IDE when it started and not modifying an empty environment. On macOS the environment inherited by Wing may differ according to whether you launched Wing from the command line or with the Finder.

When **Use inherited environment** is selected, any entered values are ignored and the inherited environment is used without changes.

### ***Debug/Execute***

The following properties control environment for debugged and executed code:

**Main Entry Point** defines where execution starts when the debugger is launched from the IDE. The default is to start debugging in the current editor file. Alternatively, use this property to select a file or [named entry point](#) where debug should always start, regardless of which file is current in the editor.

For files, the debug environment defined in **Project Properties** may be overridden by clicking on the file and selecting **Properties**.

**Analyze main entry point for sys.path changes** controls whether Wing tries to find changes to **sys.path** in your main entry point. It does nothing if you have not set a main entry point from the **Debug/Execute** tab in **Project Properties**.

**Debug Child Processes** controls whether or not Wing automatically starts debug in child processes that are launched from a debug process. Choose **Use Preferences Setting** to use the policy set in preferences, and **Always Debug Child Processes** or **Never Debug Child Processes** to enable or disable child process debugging in all cases for this project, regardless of the preferences setting. See [Debugging Child Processes](#) for details.

**Initial Directory** sets the initial working directory used for debugging and executing code. When **Use default** is selected, this will be the directory where the debugged or executed file is located. When **Custom** is selected, the specified directory is used instead. Use **\$(WING:PROJECT\_DIR)** for the project's directory.

This property also sets the initial directory for the [Python Shell](#), determines how Wing resolves partial paths on the **Python Path** for [source code analysis](#), and defines the default initial directory used in [OS Commands](#). For these, Wing will use the directory of the **Main Entry Point** in the project as the default initial directory, or the directory of the project file if there is no defined main entry point.

**Build Command** specifies a command to execute before starting debug. This is useful to make sure that extension modules, Cython modules, and other compiled build targets are rebuilt before each run. The build is configured and run by the [OS Commands](#) tool.

**Python Options** specifies the command line options sent to the Python interpreter while debugging or executing code. The default of **-u** sets Python into unbuffered I/O mode, which ensures that the debug process output, including prompts shown for keyboard input, will appear in a timely fashion.

Note that these are *not* the command line arguments to send to your code, but instead options sent to Python itself. To send arguments to your code, select **Debug Environment** from the **Debug**

menu. Alternatively, right-click on the Python file, select **Properties**, and then set **Run Arguments** under the **Debug/Execute** tab.

**Debug Server Port** sets the TCP/IP port on which the debugger listens for externally initiated debug processes. Using this allows multiple instances of Wing using different projects to concurrently listen for and accept externally initiated debug connections. See [Advanced Debugging Topics](#) for details.

**Automatic Perspectives** can be enabled to cause Wing to create and automatically switch between the **Edit** and **Debug** perspectives when debugging is stopped and started. See [Perspectives](#) for details.

### *Options*

The following project options are provided:

**Default File Encoding** sets the text encoding to use for files whose encoding cannot be determined from the contents of the file. This applies to all files edited when the project is open, whether or not they are part of the project. By default, this falls back to the value set by the **Files > Default Encoding** preference.

**Project Home Directory** sets the base directory for the project. This overrides the project file location as the directory on which to base relative paths shown in the **Project** tool and elsewhere. It is also used as the default directory in which the **Python Shell** subprocess is launched and for the starting directory when the **Files > Default Directory Policy** preference is set to **Use Project's Home Directory**.

**Preferred Line Ending** and **Line Ending Policy** control whether or not the project prefers a particular line ending style, and how to enforce that style, if at all. By default, projects do not enforce a line ending style but rather insert new lines to match any existing line endings in the file, and for new files Wing uses the **Files > New File EOL** preference.

**Preferred Indent Style** and **Indent Style Policy** control whether or not the project prefers a particular type of indentation style for files, and how to enforce that style, if at all. By default, projects do not enforce an indent style but rather insert new lines to match any existing indentation in the file, and for new files Wing uses the **Editor > Indentation > Default Indent Style** preference.

**Auto-reformat** and **Reformatter** select when and how to auto-reformat Python code. See [Auto-Reformatting](#) for details.

**Strip Trailing Whitespace** controls whether or not to automatically remove whitespace at the ends of lines when saving a file to disk. By default, this falls back to the **Editor > Strip Trailing White Space** preference.

### *Extensions*

These properties are used to control and configure framework-specific extensions:

**Enable Django Template Debugging** enables [Django](#)-specific functionality that makes it possible for Wing's debugger to stop at breakpoints and step through Django template files.



**Matplotlib Event Loop Support** enables [Matplotlib](#)-specific event loop support that updates plots continuously when working interactively in the [Python Shell](#).

### 3.7.1. Environment Variable Expansion

Any string value for a property may contain environment variable references using the **\$(name)** or **\${name}** notation. These will be replaced with the value of the environment variable when used by the IDE. If the environment variable is not set, the reference will be replaced by an empty string.

The system environment, as modified by Wing's [Project Properties](#) and [File Properties](#), is used to expand variable references.

### Special Environment Variables

The following special variable names are defined by Wing:

- **WING:FILENAME** -- Full path of currently selected file, either in the editor, in the **Project** tool or in other places where files can be selected.
- **WING:FILENAME\_DIR** -- Full path of the directory containing the currently selected file. Note that the full path does not include a trailing slash.
- **WING:LINENO** -- Current line number in the currently selected file.
- **WING:SCOPE** -- Dotted name of the current scope in the currently selected file (if Python)
- **WING:PROJECT** Full path of current project, including the **\*.wpr** project file name.
- **WING:PROJECT\_DIR** -- Full path of the directory containing the current project's **\*.wpr**. Note that the full path does not include a trailing slash.
- **WING:PROJECT\_HOME** -- Full path of the **Project Home** directory, as set in **Project Properties**; by default this is the same as **WING:PROJECT\_DIR**. Note that the full path does not include a trailing slash.
- **WING:SELECTION** -- The text selected on the current editor, if any.
- **WING:PYTHON** -- The Python interpreter being used in the current project.
- **WING:INSTALL\_DIR** -- The installation directory of Wing (sometimes referred to as **WINGHOME**)
- **WING:SETTINGS\_DIR** -- The user settings directory currently in use by Wing

These can be use the same way as other environment variables, for example **\${WING:FILENAME}**. Values based on the currently selected file or selection will evaluate to an empty string when there is none.

## 3.8. File Properties

Properties can be set for individual files to define how Wing reads and inspects the file, how it is displayed in the editor, and to override some of the properties in [Project Properties](#) when the file is debugged or executed.

File properties are set by right-clicking on a file in the editor and selecting **Properties**, or by by right-clicking on the **Project** tool and selecting **File Properties**.



Any string value for a property may contain environment and special variable references, as described in [Environment Variable Expansion](#).

### **File Attributes**

Properties on this tab affect how Wing reads and inspects the file:

**File Type** specifies the file type for a given file, overriding the type determined automatically from its file extension and/or content. This property should be used only when the **Files > Files Types > Extra File Types** preference cannot be used to map the file extension to a mime type.

**Encoding** specifies the text encoding for a file when it cannot be determined from the file's contents. For Python code, it is better to use a [PEP 263 coding](#) comment, rather than setting this property, and in almost all cases the encoding should be **utf-8**. Similarly, the standard encoding specifier should be used in HTML, XML, and gettext PO files. This is because saving a file without specifying the encoding inside the file may make it impossible for other editors or other Wing projects to read the file. Wing stores the encoding selected by this property in the project, but no mark is written into the source file itself, except in cases where the selected encoding naturally uses a Byte Order Mark (BOM), such as for utf\_16\_le, utf\_16\_be, utf\_32\_le, or utf\_32\_be.

When this property is altered for an already-open file, Wing will ask whether it should reload the file using the new encoding, save using the new encoding, or to cancel the change. Choose to reload if the file was opened initially with the wrong encoding.

The encoding cannot be altered with this property if the file contains an encoding comment. In that case, the file should be edited to change the encoding comment and Wing will save the file using the new encoding.

**Line Ending Style** specifies which type of line ending to use in the file. When altered, the file will be opened in an editor and converted to the selected style. The change does not take effect until the file is saved to disk.

**Indent Style** can be used in non-Python files to change the type of indent entered into the file for newly added lines. For Python files, the only way to alter indentation in a file is with the [Indentation Tool](#), accessed from the **Convert Indents** button shown next to this property.

**Read-only on Disk** changes the file's permissions on disk. Permissions are changed only for the owner of the file. On Linux and macOS, group and world permissions are never altered.

### **Editor**

These properties define how the file is displayed in the editor:

**Show Whitespace** overrides the **Editor > Show White Space** preference on a per-file basis. When enabled, Wing shows spaces and tabs as visible characters in the editor.

**Show EOL** overrides the **Editor > Show EOL** preference on a per-file basis. When enabled, Wing shows end-of-line (EOL) characters as visible characters in the editor.

**Show Indent Guides** overrides the **Editor > Indentation > Show Indent Guides** preference on a per-file basis. When enabled, Wing shows vertical indent guides in the editor.

**Ignore Indent Errors** overrides the **Editor > Indentation > Show Python Indent Warning Dialog** preference on a per-file basis. When checked, Wing will never report indent errors for the current file.

**Ignore EOL Errors** is used when the project's **Line Ending Policy** is set to **Warn About Conflicts**, in order to disable warnings for this file.

**Ensure Ending EOL** overrides the **Editor > Ensure File Ends With EOL When Saving** preference on a per-file basis. When enabled, Wing makes sure there is an end-of-line (EOL) at the end of any file it saves to disk.

### ***Debug/Execute***

This tab is used to control debug and execution environment for the file:

**Environment** specifies the environment to use when debugging or executing the file and sets run arguments for it. By default, the environment defined in [Project Properties](#) will be used with the specified run arguments. Alternatively, the file may be launched as a named module using **python -m** with the specified run arguments or launched with a different environment defined by a [launch configuration](#).

**Show this dialog before each run** controls whether this tab is shown in the **Debug Environment** dialog each time this file is debugged. If run arguments often need to be changed, it may be easier to use [Named Entry Points](#) to set up different arguments for the same file.

## **3.9. Launch Configurations**

Launch configurations define environment in a way similar to **Project Properties** but in a form that can be applied to an individual file through [File Properties](#), in the creation of [named entry points](#), and for running the **Python Shell**.

They are managed from **Launch Configurations** in the **Project** menu. Use the icons or right click to create, edit, duplicate, or delete items.

Launch configurations contain the following properties. For all of these, environment variable references may be used, as described in [Environment Variable Expansion](#):

### ***Python Tab***

**Python Executable** selects the Python that should be used when running code with this launch configuration. This can be set to **Use project setting** to use the setting in **Project Properties**.

**Use default** uses Python found on the PATH, or if none is found there then the latest version found anywhere on the system. Use **Command Line** to enter any command that invokes Python with all provided arguments. This is the value of **sys.executable** (after **import sys**) in the selected Python. A list of all found Python installations is given in the drop down to the right of the entry area.

To use an environment set up by virtualenv or Anaconda, choose **Activated Env** to enter the full path to **activate** or **activate.bat** for the selected environment. The drop down menu to the right of this field lists recently used and automatically found environments. This will not work if the full path to the activate script contains spaces. In that case, use the **Command Line** option as described above.

When this property invokes Anaconda Python, Wing will automatically run **conda activate base** before it starts Python. This is needed to avoid failure to import some modules as a result of missing environment. See About Anaconda Environments in the [Anaconda How-To](#) for details.

**Python Path** sets the **PYTHONPATH** that is used by Python to locate modules that are imported with the **import** statement. By default this uses the path set in **Project Properties**. When **Use default** is selected, the **PYTHONPATH** environment variable inherited by Wing at startup is used instead. Otherwise, when **Custom** is selected, the specified **PYTHONPATH** is used.

Setting this property is usually only necessary if your code changes **sys.path** at runtime in a way that Wing can't auto-detect or if it depends on **PYTHONPATH** being set from the outside. You should not add the Python standard library's **PYTHONPATH** entries here, since Wing will be able to obtain those by inspecting your selected **Python Executable**.

This property allows displaying the entered Python Path either as a list or as text using the path separator appropriate for the OS. If you need to paste in a path, select **View as Text** first and then right-click to **Paste**.

**Python Options** sets the command line options sent to the Python interpreter while debugging or executing code with this launch configuration. The default uses the setting in **Project Properties**. Using **-u** sets Python into unbuffered I/O mode, which ensures that the debug process output, including prompts shown for keyboard input, will appear in a timely fashion.

Note that these are *not* the command line arguments to send to your code, but instead options sent to Python itself. To send arguments to your code, set **Run Arguments** under the **Environment** tab.

### **Environment Tab**

**Run Arguments** sets the command line arguments to send to code debugged or executed with this launch configuration. Wing does not interpret backslashes (") on the command line and passes them unchanged to the sub-process. The only exceptions to this rule are ' and " (backslash followed by single or double quote), which allow inclusion of quotes inside quoted multi-word arguments.

**Initial Directory** selects the initial working directory to use for processes started with this launch configuration. By default this uses the **Initial Directory** specified in **Project Properties**. When **Use default** is selected, the directory of the launched file is used instead. When **Custom** is selected, the specified directory is used instead. Use **\${WING:PROJECT\_DIR}** for the project's directory.

**Environment** specifies environment variables that should be added, modified, or removed from the environment when using this launch configuration. The drop down menu selects the environment to modify: **Add to inherited environment** modifies the environment inherited when Wing was started, and **Add to project values** modifies the environment from **Project Properties**. When

**Use project values** or **Use inherited environment** is chosen, any entered values are ignored and the selected environment is used without changes.

Each entry is in **var=value** form, without any quotes around the value, and must be specified one per line. An entry in the form **var=** (without a value) will remove the given variable so it is undefined.

Note that you are operating on the environment inherited by the IDE when it started (optionally, as modified in **Project Properties**) and not modifying an empty environment. On macOS the environment inherited by Wing may differ according to whether you launched Wing from the command line or with the Finder.

**Build Command** sets a command that will be executed before starting debug with this launch configuration. This is useful to make sure that extension modules, Cython modules, and other compiled build targets are rebuilt before each run. The build is configured and run by the **OS Commands** tool.

### ***Shared Launch Configurations***

By default each launch configuration is stored in the project file. The **Shared** checkbox in the launch configuration dialog causes Wing to store that launch configuration in the **Settings Directory** instead, in a file named **launch**. Shared launch configurations are accessible from all projects.

### ***Working on Different Machines or OSes***

When the **Shared** checkbox is selected for a launch configuration, or when **shared projects** are used, launch configurations must be configured so that they will work across projects, machines, and operating systems.

For example, specifying a full path in the **Python Path** may not work on a different OS. The key to making this work is to use environment variable references in the form **\${VARNAME}** as described in **Environment Variable Expansion**. The referenced environment variables can be special environment variables defined by Wing, as in **\${WING:PROJECT\_DIR}**, or user-defined values that are set either system-wide, or in **Project Properties**. Values set in **Environment** in **Project Properties** are by default not stored in the shared project file, so those may vary on each development machine.

A common example in configuring **Python Path** is to replace a full path like **/Users/myname/src/project/src** with **\${WING:PROJECT\_DIR}/src** (this assumes you store the project in **/Users/myname/src/project**). In general, working off the project's location is a good approach to maintaining some independence from the configuration and disk layout on different development machines and OSes.

To make file paths work across OSes, use forward slashes instead of back slashes. The character sequence **..** can be used to move up a directory on all OSes, as for example in **{WING:PROJECT\_DIR}/../libs/src**.

## Source Code Editor

Wing's source code editor implements a powerful suite of code editing and navigation features for Python, based on both static and dynamic (runtime) [source code analysis](#).

### 4.1. Opening, Creating, and Closing Files

#### Opening Files

Files can be opened into the editor from the **File** menu, the toolbar, or by selecting them from the **Project** tool.

**Open From Keyboard** in the **File** menu provides a keyboard-driven way to navigate the disk in order to open files. The command works in a temporary input area at the bottom of the window. Typing shows a completer with possible directory and file names. **Tab** selects a completion and **Enter** opens the file.

See also [File Sets](#), which makes it easy to name and open sets of files as a group.

#### Creating Files

Files can be created from the **File** menu, the toolbar, or from the **Project** tool as described in [Creating, Renaming, and Deleting Files](#).

#### Switching Between Files

The **Window** menu and the tabs at the top of the editor can be used to switch between open files. If **Hide Editor Tabs** is selected in the options drop down at the top right of the editor, then the tabs are replaced with a menu at the top left of the editor, to navigate among the currently open files.

**Open From Project** in the **File** menu quickly switches to any project file, whether already open or not, using a fragment of the file name.

#### Closing Files

Open files can be closed from the **File** menu or with the close icon in the top right of the editor area.

In Wing Personal and Wing Pro, the **Open Files** tool in the **Tools** menu makes it easy to close a selected set of files. Right-click on the **Open Files** tool to **Close Selected** or **Close Others**.

### 4.2. File Status and Read-Only Files

Wing adds status indicators to the titles shown for files in editor tabs, menus, and the status area in the lower left of the window:


- \* indicates that the file has been edited and has unsaved changes.

- (r/o) indicates that the file is read-only.


Files that are read-only on disk are opened in a read-only editor. The file can be made writable by right-clicking to select **Properties** and then toggling **Read-Only on Disk** under the **File Attributes** tab. Permissions are changed only for the owner of the file. On Linux and macOS, group and world permissions are never altered.


### 4.3. *Transient, Sticky, and Locked Editors*

In order to prevent accumulation of many briefly-visited open files, Wing can open files in several modes that control how and when they are closed. The mode being used is shown with an icon in the top right of each editor split:

 **Transient Mode** -- Wing opens some files in a non-sticky transient mode that will automatically close the file again when unused and unedited. This is done for files opened when searching, debugging, navigating to a symbol's point of definition or points of use, and when using the **Project** or **Source Browser** tools with the **Follow Selection** checkbox enabled.

The maximum number of non-visible transient files to keep open at any given time can be set with the **Editor > Advanced > Maximum Non-Sticky Editors** preference. By default, Wing keeps five transient editors open at a time, and closes the least recently used ones as new transient files are opened.

 **Sticky Mode** -- Files opened from the **File** menu (including **Open from Project** and **Open from Keyboard**), by **File Set** or by double clicking on items in the **Project** or **Source Browser** tools will be opened in sticky mode, and are kept open until they are explicitly closed, even if they are not edited.

 **Locked Mode** -- In Wing Pro and Wing Personal, when multiple splits are visible, a third mode is available, where the file is locked into the editor split. In this case, the split is not reused to display any newly opened or visited files, except when no other unlocked splits are present.

A file can be switched between these modes by clicking on the stick pin icon in the upper right of the editor area. Transient files that are edited are immediately converted to sticky mode and cannot be set back to transient mode until the changes are saved.

Right-click on the stick pin icon for a menu of files that were recently visited in the associated editor or editor split. Each item in the menu indicates whether it was last visited in transient or sticky mode.

### 4.4. *Editor Context Menu*

Right-clicking on the surface of the editor (and in most other places in the IDE's user interface) will display a menu of commonly used context-sensitive commands.

In the editor, this menu is divided into different functional groups for copy/paste, code navigation, evaluating selections, debugging, commenting regions, indentation, accessing **File Properties** and in Wing Pro also revision control, refactoring, and bookmarking. These can be shown or hidden from the **Configure Menu** item at the bottom of the menu.

In Wing Pro and Wing Personal, user-defined scripts may add items to this menu, as described in **GUI Contexts** in [Script Syntax](#).

### 4.5. *Navigating Source*

The editor provides a number of features designed to make it easier to navigate Python code.

#### **Source Index Menus**

The menus at the top of the editor provide an index of the classes, methods, and functions in the current file. These can be used to navigate within the top-level scope and within any sub-scopes present at the current position. The menus update as you move the editor caret to other scopes or files.

For an index of all code in the Project, see the [Source Browser](#) tool.

### Goto Definition

You can visit the point of definition of any Python symbol by right-clicking on it and selecting **Goto Definition** from the editor's context menu.

Alternatively, place the cursor or selection on a symbol and use **Goto Selected Symbol Defn** in the **Source** menu, or its keyboard equivalent.

**Control-click** (or **Command-click** on macOS) also jumps to the point of definition.

### Visit History

The history buttons in the top left of the editor area move forward and backward through recently visited places and editors in a manner similar to the forward and back buttons in a web browser. This is a good way to return from a point of definition.

### Finding Symbols by Name

**Find Symbol** in the **Source** menu provides a way to find a symbol defined in the current Python scope, by typing a fragment of its name.

When a symbol is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

## 4.6. Source Assistant

The **Source Assistant** tool in Wing Personal and Wing Pro displays detailed information about source symbols in the editor, auto-completer, and tools such as the **Project**, **Search in Files**, **Python Shell**, **Debug Console**, and **Source Browser**.

The display includes links to the point of definition of the selected symbol, the symbol's probable type or types, and a link to each type's point of definition. Depending on context and symbol type, the **Source Assistant** will also display docstrings, call signature, return type, super-classes, overridden methods, and links into Python standard library documentation.

When invoking a function, method, or other callable object, the **Source Assistant** highlights the current argument in the call signature and displays information both for the invoked callable and the current argument or auto-completer selection.

The information displayed in the **Source Assistant** is based on a combination of static and runtime [source code analysis](#). In some code, where static analysis is not successful, running the debugger to a breakpoint allows Wing access to complete and correct code analysis. See [Helping Wing Analyze Code](#) for more hints on helping Wing understand your source code.



### ***Docstring Type and Validity***

The **Source Assistant** can inspect and display documentation found in docstrings in various ways, either (1) focusing on displaying as much information as possible, even if the docstring cannot be parsed as structured text, or (2) focusing instead on providing parse error information so that docstring formatting can be improved. The display is configured with the **Source Assistant Options** described below.

By default the **Source Assistant** displays a type and validity indicator, showing whether the docstring was successfully parsed or reformatted, and focuses on displaying as much information as cleanly as possible, even if docstrings have formatting problems.

The following indicator messages may appear with each docstring:

✓ **PEP287** indicates the docstring parsed successfully using PEP 287 [reStructuredText Docstring Format](#) and is being rendered accordingly.

✗ **PEP287** indicates that the docstring does not parse successfully as reStructuredText and is showing inline parse errors.

**Rewrapped** indicates that the docstring is being shown as plain text but Wing has heuristically rewrapped paragraphs.

**Plain Text** indicates the docstring is being shown as plain text, exactly as it appears in the source code. PEP 287 style docstrings may fall back to plain text if they cannot be parsed.

### ***Source Assistant Options***

There are several options available to select how Wing renders docstrings, and whether or not the display should focus on flagging docstring parse errors. These are accessed by right clicking on the **Source Assistant**:

**Use PEP 287 docstrings** causes Wing to attempt to render docstrings by treating them as PEP 287 [reStructuredText Docstring Format](#). When disabled, docstrings are always shown as plain text instead.

**Show PEP 287 parse errors** is disabled by default to focus on showing as much information as possible and not on diagnosing docstring formatting errors. Wing will try to display docstrings as rendered reStructuredText even if they contain parse errors. Wing uses a set of heuristics to gloss over common errors so the docstring can be rendered, or in more severe cases, falls back to showing the docstring as plain text. When this option is enabled, Wing will shift its focus to reporting PEP 287 parse errors that equal or exceed the **PEP 287 parse error threshold** in severity. Errors are shown in the context of its reStructuredText rendering of the docstring.

**PEP 287 parse error threshold** sets the error level at or above which Wing will determine that parsing the PEP 287 docstring has failed. When below this level, a best effort will be made to render the docstring without showing any errors. When above this level, Wing either shows the parse errors in the rendered docstring, if **Show PEP 287 parse errors** is enabled and the docstring can be parsed, or falls back to showing the docstring in plain text. The default is to treat warnings, errors, and severe errors as parse errors.



**Rewrap plain text docstrings** causes Wing to employ a heuristic to rewrap paragraphs in docstrings not being rendered as reStructuredText, in order to make better use of space. This option can be disabled to show the docstring exactly as it appears in the source code.

**Show docstring type and validity** enables or disables the docstring type and validity indicator in the top right of the docstring area.

**Always show docstrings** causes Wing to show all docstrings for all symbols in the **Source Assistant**, even if it is displaying information both for an invocation and current argument type. This is disabled by default, to save space by showing only the docstring for the last symbol.

The **Source Assistant** right-click context menu can also be used to copy text or HTML to the clipboard, change the display font size, and access this documentation.

### ***Goto Definition from Documentation***

PEP 287 docstrings may include references that link to the point of definition of a named symbol in Python code. This is done using an interpreted text role in the following form:

```
:py:`symbol`
```

The symbol may be a simple name like **MyClass** or a dotted name like **modulename.MyClass** or **modulename.MyClass.SomeMethod**.

When docstrings containing symbol references are rendered in the **Source Assistant**, they will generate a link to the symbol's point of definition. Clicking the link will resolve the point of definition by looking first for the symbol in the same scope as the class, method, or function that the docstring describes, and if that is unsuccessful then by attempting to look up the name on the project's effective Python Path.

To return from the point of definition, use the back arrow in the top left of the editor area.

For example, specifying **:py:`path`** looks for **path** in the scope of the described symbol and then looks for a module named **path** on the Python Path. If **:py:`sys.path.abspath`** is used instead then the process looks for **sys.path.abspath** in the scope of the described symbol, then looks for a module named **sys** with an attribute **path.abspath**, and finally looks for a module named **sys.path** with an attribute **abspath**. This works even if the referenced module is not imported in the scope of the described object.

In addition to the **:py:** role, Wing follows [Sphinx](#) to support the **py:mod**, **py:func**, **py:data**, **py:const**, **py:class**, **py:meth**, **py:attr**, **py:exc**, and **py:obj** interpreted text roles. However, there is no difference in how the point of definition is found for each of these.

### ***Python Standard Library Documentation Links***

For symbols in the Python standard library, Wing will attempt to compute a documentation URL whenever possible. Since there is no formal mapping from standard library code to documentation, these URLs are generated heuristically. They are often, but not always correct.

Standard library documentation URLs point to <https://docs.python.org/> but can be redirected to another server with the **Source Analysis > Advanced > Python Docs URL Prefix** preference. To access locally stored documentation, a local http server must be used because **#** bookmark references do not work with **file:** URLs.

## 4.7. Folding

Wing's editor supports structural folding for Python, C, C++, Java, Javascript, HTML, JSON, Eiffel, Lisp, Ruby, and a number of other file types. This allows you to visually collapse logical hierarchical sections of code while you are working in other parts of the file.

### **Editor Fold Margin**

When folding is enabled, a fold margin appears to the left of editors that contain a file type that can be folded. Left-clicking on marks in this margin collapses or expands that fold point.

You can also hold down the following key modifiers while left-clicking, to modify the folding behavior:

**Shift** while clicking on a fold point expands that point and all its children recursively, so that the maximum level of expansion is increased by one.

**Ctrl** while clicking on a fold point collapses that point and all its children recursively so that the maximum level of expansion is decreased by one.

**Ctrl-Shift** while clicking on an expanded fold point collapses all child fold points recursively. When the clicked fold point is later re-expanded, its children will appear collapsed. Ctrl-Shift-click on a collapsed fold point forces re-expansion of all children recursively to maximum depth.

### **Folding Menus**

Right-clicking anywhere on the fold margin displays a context menu with folding operations:

**Toggle Fold** collapses or expands the fold point.

**Collapse More** collapses the current fold point one more level.

**Expand More** expands the current fold point one more level.

**Collapse Completely** collapses all children recursively.

**Expand Completely** expands all children recursively to maximum depth.

**Collapse All** collapses the entire file recursively.

**Expand All** expands the entire file recursively.

**Fold Python Methods** collapses all methods in all classes in the file.

**Fold Python Classes** collapses all classes in the file.

**Fold Python Classes and Defs** collapses all classes and top-level function definitions in the file.

These are also available in the **Folding** section of the **Source** menu, where each menu item indicates the key equivalents assigned to the operation in your current **Keyboard Personality**. Items in this menu operate on the first fold point found in the current editor selection or on the current line.

### ***Folding Preferences***

You can turn folding on and off and adjust the style and color of fold marks with the **Editor > Folding** preferences.

## **4.8. Syntax Coloring**

To make code easier to read, Wing's editor colors a file's syntax according to its MIME type, which is determined by the file's extension or content. For example, any file ending in **.py** will be colored as Python code. Any file whose MIME type cannot be determined will display entirely in black regular text.

If you have a file that is not being recognized automatically, use the **Files > File Types > Extra File Types** preference to add a mapping for the file's extension.

When this is not possible, the file type can be set under the **File Attributes** tab in **File Properties**.

The colors and text styles used for syntax coloring can be configured as described in **Custom Syntax Coloring**.

## **4.9. Selecting Text**

Wing can select text by characters, whole lines, or in rectangular blocks, and provides a number of commands for quickly making selections based on the structure of code. This makes it very easy to select code to delete, comment out, or move around.

**Multiple selections** are also supported, as a way to select and edit multiple parts of code simultaneously.

### **Selection Mode**

When Wing is in selection mode, the current selection is automatically extended as the caret is moved around the editor. The **Selection Mode** sub-menu of the **Edit** menu specifies the type of selection to make as the caret moves:

**Characters** selects individual characters.

**Line** selects whole lines.

**Block** selects a rectangular block.

**Cancel** exits selection mode so that moving the caret will not extend the selection. This also unselects the current selection.

The current selection mode is shown in the status area in the lower left of the editor window with one of **[Char Select]**, **[Line Select]**, and **[Block Select]**. When selection mode is canceled, no selection status is displayed.

Selection modes are also supported through the native key bindings emulated by **keyboard personalities** such as **Emacs** and **VI/Vim**.

If your selected **User Interface > Keyboard > Personality** preference does not support them, then you will need to define key bindings for them using the **User Interface > Keyboard > Custom Key Bindings** preference. The command names are **select-x**, **next-x**, and **previous-x** where **x** is either **statement**, **block**, or **scope**.

### Quick Selections

The **Select** sub-menu of the **Edit** menu contains the following commands for quickly selecting sections of code:

**Select All** selects all of the current file.

**Select More** adds to the current selection incrementally in logical units. For example, if there is no selection then a word is selected, and if a word is selected then a dotted name or expression will be selected. Eventually, a whole statement is selected, then a whole block, a whole scope, enclosing scopes, and finally the whole file.

**Select Less** removes from the current selection incrementally in logical units, in opposite order of **Select More**.

**Select Statement** selects the whole statement at the current position. This may be one line or several lines of code.

**Select Next Statement** selects the statement after the current one.

**Select Previous Statement** selects the statement before the current one.

**Select Block** selects all of the current indented block of code. A block of code is a contiguous range lines delimited by blank lines.

**Select Next Block** selects the block after the current one.

**Select Previous Block** selects the block before the current one.

**Select Scope** selects all of the current indented scope. A scope is a whole **def**, **class** or module.

**Select Next Scope** selects the scope after the current one.

**Select Previous Scope** selects the scope before the current one.

#### 4.9.1. Multiple Selections

Wing Pro and Wing Personal support making multiple selections in the editor, which is a powerful way to simultaneously edit two or more parts of your code. For example, all occurrences of a word such as **one** may be selected and then the **o** replaced with **O** to change all of the occurrences to **One** in a single operation.

### Selecting Matching Text

The **selection-add-next-occurrence** command (**Ctrl-D**, **Command-D** on the Mac, and **Ctrl->** with the emacs personality) is a convenient way to add selections with matching text. If something is already selected, this command selects the next occurrence of the selected text. If nothing is selected, it will select the current word.

Whether this search wraps, is case sensitive, or matches only whole words is controlled from the multi-selection toolbar icon or **Edit > Multiple Selections** menu.

To add the next occurrence while dropping the current one, press **Control-Shift-D**, **Command-Shift-D** on the Mac, or **Ctrl-Alt->** with the emacs personality.

Multiple matching selections can also be made quickly within a block, indented level, function, method, class, or file by clicking on the multi-selection toolbar icon or using the **Edit > Multiple Selections** menu.

Once multiple selections have been made, any typing, cursor movement, and clipboard commands will act on all selections simultaneously.

### Selecting Arbitrary Text

It is also possible to make an arbitrary set of selections, where the selections do not necessarily contain the same text. This is done by holding the **Ctrl** and **Alt** keys down together (or the **Command** and **Option** keys on the Mac) while selecting text with the mouse.

### Canceling Multiple Selection

When there are multiple selections, the **Escape** key (or **Control-G** with the emacs personality) will drop all of the extra selections.

### Multiple Selections Window

While there are multiple selections in an editor, a floating selections window is shown to list all of the selections, even those that are not visible on screen. An individual selection may be dropped by clicking the X that appears when the mouse is moved over its entry in the list. Closing the selections window will drop all of the extra selections.

By default, the selections window always appears when there are multiple selections. Use the **Editor > Selection/Caret > Display Selections Popup** preference to set the window to always visible or never visible.

The selections window may also be shown and hidden on a case-by-case basis from the multi-selection toolbar icon or **Edit > Multiple Selections** menu.

## 4.10. Copy/Paste

There are several ways to cut, copy, and paste text in the editor:

- Use the **Edit** menu items or their key bindings. This stores the copy/cut text in the system clipboard and can be pasted into or copied from other applications.
- Right-click on the editor surface and use the items in the context menu.
- Select a range of text and drag and drop it.

- On Linux, select text anywhere on the display and then click with the middle mouse button to insert it at the point of click.
- On Windows and macOS, click with the middle mouse button to paste. This behavior may be disabled via the **Editor > Clipboard > Middle Mouse Paste** preference
- Use emulated key bindings for the current keyboard personality, such as **Ctrl-K** for Emacs and named text registers for **VI/Vim**. Note that some of these copy text to a private clipboard and not the system clipboard.

### Smart Copy

Wing can be configured to copy or cut the whole current line when there is no selection on the editor. This is done with the **Editor > Clipboard > On Empty Selection** preference. The default is to use the whole line on copy but not cut.

### Indent on Paste

Wing can adjust indentation style, size, and position when pasting lines of text into the editor. See [Auto-Indent](#) for details.

## 4.11. Auto-completion

Wing provides context-appropriate code completion in the editor and , [Python Shell](#). Using the auto-completer decreases the amount of typing needed to write code, and reduces the incidence of typos in symbol names.

When enabled with the **Editor > Auto-completion > Auto-show Completer** preference, the auto-completer appears and disappears automatically as you type. Items can be selected by typing until the correct symbol is highlighted, or by using the up and down arrow keys.

To cancel out of the auto-completer, press **Esc** or **Ctrl-G**. The auto-completer also disappears when you exit the source symbol by typing or clicking elsewhere, or if you press key bindings to invoke other commands.

### Completion Keys

By default, **Tab** enters the completion it into the editor. Other completion keys can be added with the **Editor > Auto-completion > Completion Keys** preference. For printable keys such as **'**, **(**, **[**, and **:'** the completion character will be added to the editor after the completed symbol. If **:'** is used as a completion key, the auto-completer will reappear immediately with the attributes of the completed symbol.

### Configuration






In Wing Pro and Wing Personal, the completer can be reconfigured to display only after a specified number of characters, or after a time delay. Completion matching may be case sensitive or insensitive. The completer may also be resized, and can be auto-hidden after a specified timeout.

These and other configuration options are available in the **Auto-completion preferences**.















#### 4.11.1. Auto-completion Icons

The auto-completer contains two columns of icons that indicate the origin and type of the symbol.

##### Symbol Origin



-  A Python keyword
-  A Python builtin
-  A snippet defined in the **Snippets** tool
-  An argument for the current function or method scope
-  A symbol found by introspecting the live runtime state

##### Symbol Type

-  A Python module
-  A class
-  A Python package
-  A method
-  A function
-  A dictionary
-  A tuple
-  A list
-  A string
-  An integer
-  A float
-  An exception
-  A Python stack frame
-  An object instance of some other type

##### Symbol Type Annotation

Symbol type icons may be annotated, as in the following examples:

-  An upward pointing arrow indicates that the symbol was inherited from a superclass
-  A leftward pointing arrow indicates that the symbol was imported with **from x import <symbol>** style import statement

#### 4.11.2. How Auto-completion Works

The information shown in Wing's auto-completer comes from several sources: (1) static analysis of Python code, (2) runtime introspection of extension modules, (3) inspection of keywords and builtins in the active Python version, (4) introspection of the live runtime state, when the debugger is active or when working in the **Python Shell** or **Debug Console**, (5) enumeration of relevant code snippets, and (6) any user-provided interface description files.

See [Source Code Analysis](#) for more information on how analysis works and how you can help Wing determine the types of values.

In non-Python files, the auto-completer is limited to words found within similar contexts in the file, syntax highlighting keywords defined for that file type, and any snippets relevant to the editing context.

#### 4.12. Auto-Reformatting

Wing can automatically reformat Python code to be compliant with the [PEP 8 Style Guide for Python Code](#) or using the [Black](#) or [YAPF](#) code formatting tools.

##### Installing Reformatters

Wing uses its own copy of **autopep8** for PEP 8 style formatting. If you plan to use Black or YAPF formatting then you must first install the formatter into the Python you are using with your code, with **pip** or other package manager. For example:

```
pip install black
pip install yapf
```

##### Manual Reformatting

The **Source > Reformatting** menu contains items for reformatting the current file or selection for PEP 8, or with Black or YAPF. A single **Undo** will undo the reformatting operation.

Note that reformatting large files may take several minutes, and Wing will lock the file so it cannot be edited during that time. The amount of time spent in reformatting a file is limited to the number of seconds specified with the **Editor > Auto-formatting > Reformatting Timeout** preference. After the timeout is reached, Wing will abort the reformat process and leave the file unchanged. The default timeout is 5 seconds, to avoid leaving an editor locked for a long period of time.

Reformatting PEP8 selections in locally stored files is not time-limited, so very large selections may lock up the IDE until the reformatting operation completes.

##### Automatic Reformatting

Wing can auto-format edited lines after the caret leaves the line, or whole files as they are saved to disk. This is enabled with the **Auto-Reformat** property under the **Options** tab in **Project Properties**, or with the **Editor > Auto-formatting > Auto-Reformat** preference.

The choices are:



- **Disabled** turns off all automatic reformatting. This is the default.
- **Lines After Edit** reformats individual logical lines (which may span multiple physical lines) after the caret leaves the edited line.
- **Whole Files Before Save** reformats whole files when they are saved to disk. This option is recommended only for users with small files, since reformatting larger files may take substantial amounts of time. The process is aborted and the file is saved without reformatting if the time required to reformat it exceeds the **Editor > Auto-Formatting > Reformatting Timeout** preference.

The formatter to use in auto-formatting can be selected with the **Reformatter** property under the **Options** tab in **Project Properties**, or with the **Editor > Auto-formatting > Reformatter** preference.

The available reformatters are **PEP 8** with **autopep8**, **Black**, and **YAPF**.

## Encodings

All the reformatters used by Wing assume **utf-8** encoding if not otherwise specified in a source file with a **PEP 263** Python encoding comment. Whole-file reformatting may fail even if Wing correctly guesses the file's encoding, since the coding comment is the only way to communicate a non-default encoding to the reformatters.

### 4.12.1. PEP 8 Reformatting Options

For PEP 8 reformatting, Wing uses an integrated copy of **autopep8**. There is no need to install anything to use this style of reformatting.

Several options for PEP 8 formatting are provided in the **Editor > Auto-formatting** preferences group:

- **Enforce Line Length** applies PEP 8 style line wrapping during reformatting, using the wrap column configured with the **Editor > Line Wrapping > Reformatting Wrap Column** preference. This is disabled by default, allowing any line length.
- **Reindent All Lines in Files** causes all lines to be reindented with 4-space indentation when PEP 8 reformatting an entire file. When this is disabled, reformatting may still alter indentation within logical lines of code. When reformatting selections, this preference is ignored and only indentation within logical lines may be changed. To convert indentation to other styles or sizes, use the **Indentation Manager**.
- **Spaces Around = in Argument Lists** overrides PEP 8 by inserting spaces around **=** in argument lists. This is disabled by default.
- **Spaces After #** can be disabled to override PEP 8 insertion of spaces after comment characters. This is enabled by default.
- **Move Imports to Top** can be enabled to enforce PEP 8 requirements to move all imports

to the top of the file. This is disabled by default.

#### 4.12.2. Black Formatting Options

Wing invokes Black with `python -m black` using the Python you have selected in your project configuration. As a result, Black must be installed into your Python with `pip install black`, `conda install black` or other package manager.

Several options for formatting are provided in the **Editor > Auto-formatting** preferences group:

- **Enforce Line Length** during reformatting ensures that lines are wrapped during reformatting, using the wrap column configured with the **Editor > Line Wrapping > Reformatting Wrap Column** preference. This is disabled by default, allowing any line length.
- **Skip String Normalization** disables Black's conversion of string delimiters. This is enabled by default, to prevent Black from corrupting code where the choice of string delimiters is part of the coding standard.

#### 4.12.3. YAPF Formatting Options

Wing invokes YAPF with `python -m yapf` using the Python you have selected in your project configuration. As a result, YAPF must be installed into your Python with `pip install yapf`, `conda install yapf` or other package manager.

None of the options in Wing's auto-formatting preferences are used with YAPF, which should instead be configured using YAPF's configuration system.

### 4.13. Indentation

Since indentation is syntactically significant in Python, Wing provides a number of features for inspecting and managing indentation in source code.

#### 4.13.1. How Indent Style is Determined

Wing can work with files with different indentation styles, including tab-only, space-only, and tab+space indentation.

When an existing file is opened, it is scanned to determine what type of indentation is used in that file. Wing then matches new indentation added during editing to the form already found in the file. If mixed forms of indentation are found, the most common form is used. If no indentation is found, Wing uses the **Preferred Indent Style** set in **Project Properties**, or the **Editor > Indentation > Default Indent Style** and **Editor > Indentation > Default Indent Size** preferences.

#### Changing Indent Style

To change the indentation style in an existing file, use **Indentation** in the **Tools** menu.

You can use a different indentation style for non-Python files without first converting existing indent styles by changing the **Indent Style** property in **File Properties**, which is accessed by right-clicking on the editor. Wing will warn that you are entering inconsistent styles of indentation, but the warning can be disabled from the warning dialog or from the **Editor > Indentation > Show Override Warning Dialog** preference.

For Python files, where indentation has syntactic significance, the **Indent Style** cannot be altered without converting the whole file using the **Indentation** tool, which is accessed from the button next to the **Indent Style** property in **File Properties** or from the **Tools** menu.

### Tab Size

The size of the tab character is controlled with the **Editor > Indentation > Default Tab Size** preference. This defines the position of tab stops, counting in multiples of tab size from the start of the line.

This preference is ignored in Python files with mixed tab and space indents, where the file is always shown in the way that the Python interpreter would see it.

### Disabling Indent Analysis

Although not recommended, it is possible to disable any attempt to use file contents to determine the style of indentation to use while editing. This is done with the **Editor > Indentation > Use Indent Analysis** preference. When this is disabled, Wing always uses the **Preferred Indent Style** set in **Project Properties**, or the **Editor > Indentation > Default Indent Style** and **Editor > Indentation > Default Indent Size** preferences.

### 4.13.2. Indent Guides, Policies, and Warnings

In Wing Personal and Wing Pro, the editor can display light vertical lines that make indented code more readable. These are enabled with the **Editor > Indentation > Show Indent Guides** preference, or they can be added to individual files with **Show Indent Guides** under the **Editor** tab of **File Properties**.

### Indent Policies

A preferred indentation style and enforcement policy can be specified with **Preferred Indent Style** and **Indent Style Policy** under the **Options** tab in **Project Properties**.

### Indent Warnings

When a file is opened, Wing will indicate a potentially problematic mix of indentation styles found in the file, allowing you to attempt to repair the file. Files can be inspected more closely or repaired with **Indentation** in the **Tools** menu.

To turn off indentation warnings in Python files, use the **Editor > Indentation > Show Python Indent Warning Dialog** preference.

Wing also indicates suspiciously mismatched indentation in source code by underlining the indent area of the relevant lines in red or yellow. An error or warning message is displayed when the mouse is hovered over the marked area of code.

#### 4.13.3. Auto-Indent

Wing auto-indents code as you create new lines with **Return**, by adding leading white space appropriate for the context. Enough white space is inserted to match the indentation level of the previous line, possibly adding or removing a level of indentation if a block has been started (with **if**, **for**, and others) or ended (with **return**).

#### 4.13.4. The Tab Key

The action of the tab key depends on the **Editor > Keyboard > Personality** preference, the file type being edited, and the position within the file.

To insert a real tab character, press **Ctrl-T**.

##### Tab Key Action

The behavior of the tab key can be altered with the **User Interface > Keyboard > Tab Key Action** preference, which provides the following options:

**Default for Personality** selects from the other tab key actions below, according to the current **keyboard personality** and file type. In all non-Python files, the default is **Move to Next Tab Stop**. In Python files, the defaults are as follows:

**Normal:** Smart Tab

**VI/VIM:** Move to Next Tab Stop

**Emacs:** Indent to Match

**Brief:** Smart Tab

**Visual Studio:** Move to Next Tab Stop

**macOS:** Smart Tab

**Eclipse:** Emulates Eclipse

**XCode:** Smart Tab

**MATLAB:** Insert Tab Character

**Indent to Match** indents the current line or selected lines to position them at the computed indent level for their context in the file.

**Move to Next Tab Stop** enters indentation so that the caret reaches the next tab stop.

**Indent Region** increases the indentation of the current line or selected lines by one level.

**Insert Tab Character** inserts a **Tab** character **chr(9)** into the file.

**Smart Tab** is equivalent to **Move to Next Tab Stop** in non-Python files, and implements the following behavior in Python files:

(1) When the caret is within a line or there is a non-empty selection, this performs **Indent to Match**. When the line or lines are already at the matching position, indentation is toggled between other valid positions.

(2) When the caret is at the end of a non-empty line and there is no selection, one indent level is inserted. The **User Interface > Keyboard > Smart Tab End of Line Indents** preference alters the type of indentation used in this case, or disables this aspect of the **Smart Tab** feature.

#### 4.13.5. Adjusting Indentation

For cases where the **Tab** key cannot be used to adjust indentation of a line or selected lines, the following commands are available in the **Indentation** portion of the **Source** menu:

**Indent** and **Outdent** increase or decrease the level of indentation of selected blocks of text. All lines that are included in the current text selection are moved, even if the entire line isn't selected.

**Indent Lines to Match** adjusts the indentation of the current line or selected lines so that the first line is positioned correctly under preceding code.

#### 4.13.6. Indentation Tool

The **Indentation** tool, accessible from the **Tools** menu, can be used to inspect and change indentation style and size in the current source file.

##### Indentation Statistics

The top of this tool shows indentation statistics for the current file. This includes the following information:

**Status** indicates what indentation type is being used for the file.

**Counts** shows the number of indentations found in the file and how many of those are tab-only, space-only, or tab+space. For example, in a file with 233 space-only indentations and 3 tab-only indentations this would display **236 (3t/233s/0t+s)**. If the file contains indentation errors or warnings, these can be traversed with the right/left arrow buttons shown to the right of the counts. Pressing these buttons jumps to the problem in the editor and hovering the mouse over the indicated code will show details of the error or warning.

**Tab Size** shows the effective size of the tab character for this file and the origin of this value, which may be preferences or the contents of the file, depending on indentation preferences, file type, and file contents,

**Indent Size** shows the indent size being used for this file, along with the origin of this value.

##### Converting Indentation

To convert the indentation type and/or size in the current file, select the type of indentation to use in the **Conversions** section at the bottom of the tool. When converting to **Spaces Only** or **Mixed Tabs & Spaces** the **Indent Size** shown in the **Statistics** area can be changed to select the desired indent size.

The action that will be performed is explained in the area below the conversion type tabs. Press **Convert** to complete the operation in the editor.

Once conversion is complete, the **Indentation** tool updates to display the new status of the file.

Save the editor to make the conversion permanent, or use **Undo** from the **Edit** menu while the editor has focus to discard the conversion.

#### **4.14. Keyboard Macros**

**Start Macro Record** in the **Edit** menu starts the definition of a new keyboard macro. Once macro recording is started, any keystroke or editor command is recorded as part of that macro, until macro recording is stopped with **Stop Macro Record** in the **Edit** menu. Most commands may be included in macros, as well as all character insertions and deletions.

Using the operations under **Mini-search** in the **Edit** menu combined with cursor movements and edits allows for the creation of macros that can be applied repeatedly to code with **Execute Macro** in the **Edit** menu.

Keyboard macros are also supported by the native bindings emulated by [keyboard personalities](#) like **Emacs**, **VI/Vim**, **Visual Studio**, and **Brief**.

#### **4.15. Auto-Reloading Changed Files**

Wing's editor detects when files have been changed outside of the IDE and can reload files into its editor. This is useful when working with an external editor, or when using code generation tools that rewrite files.

The default behavior is to automatically reload externally changed files that have not yet been changed within Wing's source editor, and to prompt to reload files that have also been changed in the IDE.

You can change these behaviors with the **Files > Reloading > Reload when Unchanged** and **Files > Reloading > Reload when Changed** preferences

By default, reloading will close files that disappeared on disk. This is the recommended behavior when a revision control system is in use, because updates or branch switches that occur while Wing is running may remove open files. However, this behavior can be overridden with the **Files > Reloading > Reloading Deleted Disk Files** preference. Using **Prompt for Action** instead reduces the chances of entirely losing a file if the file is accidentally deleted on disk.

On Windows, Wing uses a signal from the OS to detect changes so notification or reload is usually instant. On Linux and Unix, Wing polls the disk by default every 5 seconds. This frequency can be changed with the **Files > Reloading > External Check Freq** preference.

Before reloading a file with changed modification time, Wing checks the contents of the file and avoids reloading it into the editor when its contents remains unchanged. This check is skipped for files larger than 5MB and it may be disabled entirely with the **Files > Reloading > Check Hash Before Reloading** preference. This may be needed when working with a slow network disk, where the process of checking the contents of files slows down Wing more than reloading unchanged files.

### 4.16. Auto-Save

Wing auto-saves files to disk every few seconds so they can be restored if the IDE is killed from the outside or crashes. The auto-save files are placed in a subdirectory of your **Cache Directory**.

Wing checks this directory at startup and will offer to restore any unsaved changes. The files you select to restore will be opened into Wing as edited files.

To keep the restored unsaved changes, save the file to disk.

To discard the unsaved changes, use **Revert to Disk** in the **File** menu.

### 4.17. File Sets

File sets are named groups of files that can be opened together or searched from the **Search in Files** tool in the **Tools** menu. File sets are created in several ways:

- Open the desired files and use **Name Set of Open Files** in the **Files > File Sets** menu.
- Select the desired files in the **Project** or **Open Files** tools in the **Tools** menu. Then right-click on the tool and select **Name Selected File Set**, or use **Name Set of Selected Files** in the **Files > File Sets** menu.
- Search in the **Search in Files** tool in the **Tools** menu and when the search is complete use **Name Result File Set** in the tool's **Options** menu.

Once defined, file sets can be opened from the **Files > File Sets** menu and they are included by name in the **Search in Files** tool's **Look in** menu.

#### Managing File Sets

To view or edit the defined file sets, use **Manage File Sets** in the **File > File Sets** menu. Right-click to access all the available operations in this dialog. To rename a file set, click on its name and edit the name in place.

#### Binding File Sets to Keys

File sets can be bound to a key binding that will open all the files in the file set into the editor. This is done in the **Manage File Sets** dialog from the **Files > File Sets** menu, by selecting the file set, right clicking, and choosing **Set Key Binding**.

To enter a key binding, just press the desired binding while focus is in the **Key binding** field. Bindings can consist of multiple parts, such as **Ctrl-H B**. Pressing multiple keys will create a key binding sequence, unless too much time elapses between the key presses. To reset the value to blank (no key binding), select all text and press **Backspace** or **Delete**.

### Shared File Sets

File sets can be stored either in the project file (the default) or in a shared file that is used by all projects. To share a file set, open the **Manage File Sets** dialog from the **File > File Sets** menu and check the **Shared** checkbox.

## 4.18. Other Editor Features

### Show Line Numbers

To show and hide line numbers on the editor, use the **Show Line Numbers** and **Hide Line Numbers** items in the **Edit** menu.

### Block Commenting

Use **Toggle Block Comment** in the **Source** menu to comment out the selected lines of code in the current editor. Selecting the command a second time will return the lines to their former uncommented state.

For Python files, the type of commenting used with this feature is configured with the **Editor > Block Comment Style** preference. Indented block commenting styles tend to work better when editing code around commented out lines.

### Line Editing

The **Line Editing** sub-menu of the **Source** menu provides some commands for quickly operating on lines of code:

**New Line Above** creates a new blank line above the current line, auto-indents, and places the caret at the start of the new line.

**New Line Below** works the same way but places the new line below the current line.

**Duplicate Lines Above** duplicates the current lines or lines above the current selection. The caret or selection is left unchanged.

**Duplicate Lines Below** works the same way but the lines are placed below the current selection.

**Move Lines Up** moves the current line or lines upward one line.

**Move Lines Down** moves the current line or lines downward one line.

**Delete Lines** deletes all of the current line or lines, even if the selection does not span whole lines.

**Swap Lines** swaps the current line, or the line at the start of the selection, and the next line.

### Enclose



The **Enclose** sub-menu of the **Source** menu provides commands to enclose the current selection with **()**, **[]**, **{}**, **"**, **"**, or **<>**. If there is no selection, the operation is applied to the text between the caret and the end of the line.

### Changing Case

The **Change Case** sub-menu of the **Source** menu provides commands to convert the case of the current selection to **UPPER CASE**, **lower case**, or **Title Case**.

**Toggle Symbol Case** in the same menu converts the current symbol between **my\_symbol\_name**, **mySymbolName**, and **MySymbolName** form.

### Zooming In and Out

The editor font size can be increased and decreased temporarily from the **Zoom** sub-menu of the **Edit** menu.

If the **Editor > Enable Font Size Zooming** preference is enabled, zooming the editor can also be accomplished by holding down the **Ctrl** key (or **Command** on macOS) while operating the mouse wheel or track pad.

**Reset Zoom** in the **Edit > Zoom** menu returns the font size to the original.

### Brace Matching

Wing highlights matching braces in green when the cursor is adjacent to a brace. Mismatched braces are highlighted in red.

You can cause Wing to select the entire contents of the innermost brace pair from the current cursor position with **Match Braces** in the **Source** menu.

Parenthesis, square brackets, and curly braces are matched in all files. Angle brackets (**<** and **>**) are matched only in HTML and XML files.

### Zip and Egg Support

Source files that are stored in **.zip** or **.egg** files may be loaded into the editor as read-only files, during stepping in the debugger, for goto-definition, and as otherwise needed. However Wing is unable to write to a file within a **.zip** or **.egg** file.

To open a file through the open file dialog, specify the name of the **.zip** or **.egg** file and add a **/** followed by the name of the file to open.

## Search and Replace

Wing provides a number of tools for search and replace in your source code, for quick one-off searches from the toolbar, keyboard-driven search and replace, and single and multi-file search and replace.

### 5.1. Toolbar Quick Search

The search area of the toolbar can be used for simple searching in the current file. This scrolls as you type to display the next match found after the current caret position or selection. Press **Enter** to search for each subsequent match. The search wraps when it reaches the end of the file.

Text matching for toolbar search is case-insensitive unless you enter a capital letter as part of your search string.

When a match is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

### 5.2. Keyboard-Driven Search and Replace

Keyboard-driven search and replace are available in the **Mini-search** sub-menu of the **Edit** menu. These are normally initiated with the key bindings shown in the menu and can be controlled entirely from the keyboard. All interaction with the mini-search manager occurs in the status area at the bottom of the IDE window.

For **keyboard personalities** like **Emacs** and **VI/Vim**, Wing will emulate the appropriate bindings for that editor.

**Forward** and **Backward** display an initially blank search area at the bottom of the IDE window to search in the current source editor, starting from the current position. The search takes place as you type and can be aborted with **Esc** or **Ctrl-G**, which restore the original selection and scroll position.

Searching is case-insensitive unless you enter a capital letter as part of your search string.

To move through matches in the editor, press the key binding for the command repeatedly. The search direction can be changed by using the key binding for the other search direction.

When search is first initiated, pressing the key binding a second time enters the most recent search string. When the top or bottom of the file is reached, press the key binding again to cause the search to wrap.

While the mini-search area is visible, **Ctrl-W** adds the current word in the editor to the search string. Pressing **Ctrl-W** repeatedly adds subsequent words.

**Selection Forward** and **Selection Backward** start mini-search with the current selection in the editor.

**Regex Forward** and **Regex Backward** start mini-search using the search string as a regular expression.

**Query/Replace** and **Query/Replace Regex** prompt for **Search** and **Replace** strings in the status area at the bottom of the IDE window. **Tab** moves between the fields and **Enter** starts the search

## Search and Replace

from the current caret position in the editor. For each match, press **y** to replace or **n** to move on to the next match without replacing. The interaction can be canceled with **Esc** or **Ctrl-G**.

Matching is case insensitive unless a capital letter is entered as part of the search string.

Searching is always forward and stops at the end of the file, without wrapping.

**Replace String** and **Replace Regex** work like **Query/Replace** but immediately replace all matches without prompting.

When a match is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

### 5.3. Search Tool

The **Search** tool in the **Tools** menu can be used to search and replace within the current editor.

Searches may be initiated from the **Search and Replace** sub-menu of the **Edit** menu, using **Search**, **Replace**, **Search for Selection Forward**, and **Search for Selection Backward**. The **Replace** field will be hidden unless a replace operation was started. It can also be shown from the **Options** menu at the top right of the tool.

The popups to the right of the **Search** and **Replace** fields, contain a history of previously used strings. Right-click on the fields to insert special characters.

To search only part of a file, select the desired range in the editor and check **In Selection**.

When a match is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

#### Search Type

The type of search is selected from the **Options** menu:

**Text Search** chooses plain text search, without wildcard or regex matching.

**Wildcard Search** uses wildcard style searching. See [Wildcard Search Syntax](#) for details.

**Regex Search** uses regular expression style searching. See Python's [Regular Expression Syntax](#) documentation for details. When **Regex Search** is selected, a popup menu **Regex Flags** appears to the left of the **Options** menu. These are the same flags passed to Python's **re.compile()**. For regex searching, the replace string can reference regex match groups with **\1**, **\2**, etc, as in the Python **re.sub()** call.

For each of these, the checkboxes in the tool provide some additional options:

**Case Sensitive** shows only exact matches of upper and lower case letters in the search string.

**Whole Words** requires that matches are surrounded by white space (spaces, tabs, or line ends) or punctuation other than **\_** (underscores).

#### Search Options

The following additional options are available from the **Options** menu:

## Search and Replace

**Show Replace** controls whether the **Replace** field is visible in the tool.

**Wrap Search** allows wrapping when the search reaches the top or bottom of a file.

**Incremental** immediately starts or restarts searching as you type or alter search options. When unchecked, use the **Previous** and **Next** search buttons to initiate searching.

**Find After Replace** automatically finds the next search match after each replace operation.

### *Special Characters*

The right-click context menu on the **Search** and **Replace** fields provide some options for search and replace strings to include special characters:

**Insert Newline** inserts new line (**\r\n** on Windows and **\n** on other OSes)

**Insert Line Feed** inserts a line feed character (**\n**)

**Insert Carriage Return** inserts a carriage return character (**\r**)

**Insert Tab** inserts a tab character (**\t**)

**Interpret Backslash Characters** toggles whether special characters like **\n**, **\r**, **\t** and others are interpreted as a backslash followed by a letter or as the character that they represent (line feed, carriage return, tab, etc). The supported characters are all those that Python supports in its representation of strings.

## **5.4. Search in Files Tool**

The **Search in Files** tool in the **Tools** menu searches within sets of files and displays a list of all matches found.

The files to search are selected with **Look in** and **Filter**. **Look in** specifies the set of files to search, which may be the current editor, a single selected file, all open files, all project files, a named **File Set**, a selected directory on disk, or all of Wing's documentation. **Filter** can be used to select a subset of the files specified by **Look in**, using a **File Filter** or by typing a wild card expression containing **\*** and/or **?**. For example, **Look in** set to **Project Files** and **Filter** set to **Python Files** will restrict searching to only Python files that appear in the **Project** tool. **Look in** set to **\*.mako** would search only file sending in **.mako**. If the **Filter** is neither a valid **File Filter** name nor a valid wild card expression then all the files selected by **Look in** are searched.

Searches may be initiated using **Search in Files** in the **Search and Replace** sub-menu of the **Edit** menu. The **Replace** field will be hidden unless **Replace in Files** was used. It can also be shown from the **Options** menu at the top right of the tool.

The popups to the right of the **Search** and **Replace** fields contain a history of previously used strings. Right-click on the fields to insert special characters.

Once a search is started, matches can be selected from the result list and shown in the editor or documentation viewer, even before the entire search completes. The result list is updated automatically as files are edited, added, or removed, in order to include any new matches or remove any old ones.

## Search and Replace

When a match is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

### **Search Type**

The type of search is selected from the **Options** menu in the top right of the tool:

**Text Search** chooses plain text search, without wildcard or regex matching.

**Wildcard Search** uses wildcard style searching. See [Wildcard Search Syntax](#) for details.

**Regex Search** uses regular expression style searching. See Python's [Regular Expression Syntax](#) documentation for details. When **Regex Search** is selected, a popup menu **Regex Flags** appears to the left of the **Options** menu. These are the same flags passed to Python's `re.compile()`. For regex searching, the replace string can reference regex match groups with `\1`, `\2`, etc, as in the Python `re.sub()` call.

**Case Sensitive** shows only exact matches of upper and lower case letters in the search string.

**Whole Words** requires that matches are surrounded by white space (spaces, tabs, or line ends) or punctuation other than `_` (underscores).

### **Options**

The following additional options are available from the **Options** menu:

**Show Replace** controls whether the **Replace** field is visible in the tool.

**Show Search Type in Tool** moves the selection of search type out of the **Options** menu and to the surface of the tool.

**Find After Replace** automatically finds the next search match after each replace operation.

**Replace Operates On Disk** replaces text in un-opened files directly on disk rather than in an editor. This should be used with caution since changes cannot be undone except by reverting using a version control system or restoring from a backup.

**Recursive Directory Search** also searches all sub-directories when searching a directory on disk.

**Omit Binary Files** omits any file that appears to contain binary data.

**Auto-restart Searches** restarts searching immediately if it is interrupted because a search option or the set of files being searched has changed.

**Open First Match** automatically opens the first batch search match found when searching starts.

**Show Line Numbers** includes line numbers in the result area.

**Result File Name** selects the format of the file names shown in the batch result area.

**Copy Result to Clipboard** places a copy of all the search results on the clipboard.

**Name Result File Set** creates a [File Set](#) containing all the files listed in the current result list.

### ***Special Characters***

The right-click context menu on the **Search** and **Replace** fields provide some options for search and replace strings to include special characters:

**Insert Newline** inserts new line (`\r\n` on Windows and `\n` on other OSes)

**Insert Line Feed** inserts a line feed character (`\n`)

**Insert Carriage Return** inserts a carriage return character (`\r`)

**Insert Tab** inserts a tab character (`\t`)

**Interpret Backslash Characters** toggles whether special characters like `\n`, `\r`, `\t` and others are interpreted as a backslash followed by a letter or as the character that they represent (line feed, carriage return, tab, etc). The supported characters are all those that Python supports in its representation of strings.

### ***5.5. Wildcard Search Syntax***

The following syntax is used for wild card searches in Wing's search tools:

**\*** matches any sequence of characters except for line endings. For example, the search string `my*value` would match anything within a single line of text starting with `my` and ending with `value`. Note that **\*** is "greedy" in that `myinstancevalue = myothervalue` would match as a whole rather than as two matches. To avoid this, use **Regex Search** instead with `.*?` instead of `*`.

**?** matches any single character except for line endings. For example, `my???value` would match any string starting with `my` followed by three characters, and ending with `value`.

**[** and **]** indicate sets of characters to match. For example `[abcd]` matches any one of `a`, `b`, `c`, or `d`. Also, `[a-zA-Z]` matches any letter in the range from `a` to `z`, either lower case or uppercase. Case specifications in character ranges will be ignored unless the **Case Sensitive** option is turned on.

## Source Code Browser

The **Source Browser** in Wing Pro and Wing Personal provides an index into your source code, from either a module-oriented or class-oriented viewpoint.

### 6.1. Display Choices

The **Source Browser** provides three ways in which to browse your source code. These are selected from the menu at the top left of the tool:


**Browse Project Modules** displays the structure of all directories, packages, and modules in your **Project**, and their contents.


**Browse Project Classes** shows a list of all classes found in the project. Methods and attributes are shown within each class, along with any derived classes. Right-click on a class to navigate to super classes.

**Browse Current Module** restricts the display to only those symbols defined in the current module. This view shows all types of symbols at the top level and allows expansion to visit symbols defined in nested scopes. In this mode, the browser acts as an index into the current editor file.

### 6.2. Symbol Types

The following types of items may be displayed in the **Source Browser**, each with its own icon:

 **Packages**, which are directories that contain a file named `__init__.py`. See the Python documentation for additional information on [packages](#).

 **Directories** that do not contain an `__init__.py` file.

 **Modules** defined by Python files.

**C:** **Classes** found anywhere in Python source

**M:** **Methods** defined within classes

● **Attributes** defined in a class or instance

**F:** **Functions** defined at the top-level of a module or within another function or method

◆ **Variables** defined at the top-level of a module or within a function, class, or method

Symbols may be annotated to indicate their origin:

← Symbols that were imported from another module are annotated with a leftward pointing arrow.

↑ Symbols inherited from a superclass are annotated with an upward pointing arrow.

The **Source Browser** does not include function or method arguments, but these may be displayed in the **Source Assistant**, along with other information for the currently selected item in the **Source Browser**.

### 6.3. Display Filters

The display can be filtered from the **Options** menu according to **Symbol Type and Origin**, and also according to the symbol's intended scope of use, which is defined as follows:

**Public** symbols are accessible to any user of a module or instance. These are names that have no leading underscores, such as **Print** or **kMaxListLength**.

**Semi-Private** symbols are intended for use only within related modules or from sub-classes or closely related classes. These are names that have one leading underscore, such as **\_NotifyError** or **\_gMaxCount**. Python doesn't enforce usage of these symbols, except to omit them in **from mod import \***. However, they are helpful in writing clean, well-structured code and are recommended in [PEP 8](#).

**Private** symbols are intended to be private to a module or class. These are names that have two leading underscores, such as **\_\_ConstructNameList** or **\_\_id\_seed**. Python omits these in **from mod import \***. When used in classes, they cannot be accessed from outside of the methods of the class where they are defined. See [PEP 8](#) for details.

### 6.4. Sorting the Display

The symbols within a module or class can be sorted from the **Options** menu:

**Sort Alphabetically** displays all items in alphabetic order, regardless of type.

**Sort by Type** sorts first by symbol type, and then alphabetically.

**Sort in File Order** sorts the contents of each scope in the same order that the symbols are defined in the source file.

### 6.5. Navigating the Views

Double-clicking on an item in the **Source Browser** navigates to that symbol in the editor.

Files visited from the **Source Browser** are opened in transient mode and may automatically close, if not edited. See [Transient, Sticky, and Locked Editors](#) for details.

The option **Follow Selection** in the **Options** menu causes the browser to open files whenever the currently selected item changes.

Right-clicking on classes shows a popup menu that includes items for navigating to super classes.

#### Keyboard Navigation

Once it has the focus, the **Source Browser** is navigable from the keyboard, using the arrow keys, page up and page down, and home/end. Press the right arrow key on a parent to expand it, and the left arrow key to collapse it. Pressing **Enter** or **Return** will open the current item into the editor.

#### Callouts



## Source Code Browser

When a symbol is visited in the editor, Wing highlights it briefly with a callout, as configured from the **Editor > Callouts** preferences group.

## Integrated Python Shell

The integrated **Python Shell** is used to execute or debug commands and expressions interactively, in a way that is tightly integrated with Wing's editor, code inspection, and debugger features.

The **Python Shell**'s auto-completer uses introspection of the runtime environment as a powerful way to find and inspect functionality and craft new code interactively. The [Source Assistant](#) in Wing Pro and Wing Personal displays documentation, call signature, and other information about symbols as you work in the **Python Shell**

Goto-definition will also work in the **Python Shell**, using a combination of runtime and static analysis to find the definition of the symbol or its type.

### Evaluating Code from the Editor

There are several ways to evaluate code from an editor within the **Python Shell**:

**Copy and Paste** and **Drag and Drop** adjust leading indentation and execute the code.

**Evaluate File in Python Shell** in the **Source** menu restarts the **Python Shell** and then evaluates the top level of the current file. Restarting can be disabled by unchecking **Auto-restart When Evaluate File** in the **Options** menu at the top right of the tool. This operation sets the value of **sys.argv** to match the value that would be used if the file were debugged. If a launch configuration has been selected in the Python Shell's **Options** menu then its run arguments are used instead.

**Evaluate Selection in Python Shell** in the **Source** menu evaluates the current selection in the shell. This is also available in the editor's right-click context menu.

**The Options menu** in the **Python Shell** tool also contains items for evaluating the current file or selection

To clear the shell's state at any time, use **Restart Shell** in the **Options** menu.

### Debugging

Code entered into the **Python Shell** may be executed with or without debug. When debugging is enabled, execution will reach breakpoints, allow stepping through code, and support inspection of runtime state. See [Debugging Code in the Python Shell](#) for details.

### Command History

The **Up** and **Down** arrow keys traverse the history of the code you have entered and the **Return** key executes the code if it is complete, or prompts for another line if it is not. If **Filter History by Entered Prefix** in the **Options** menu is checked then any text typed before pressing **Up** will be used to filter the history items that are traversed.

Code recalled from history can be edited within the **Python Shell**. Use **Ctrl-Up** and **Ctrl-Down** to move the caret up and down and **Ctrl-Return** to insert a new line at the caret position.

To save the contents of the shell, use **Save a Copy** in the **Options** menu or the tool's right-click context menu. The context menu also provides items for copying text from the shell, with or without prompts.

### ***7.1. Python Shell Environment***

Code typed, pasted, dropped, or otherwise entered into the **Python Shell** executes in a separate Python process that is independent of the IDE and functions without regard to the state of any running debug process.

The version of Python used in the **Python Shell**, and the environment it runs with, including initial working directory, is configured in **Project Properties** from the **Project** menu, or by selecting a particular **Launch Configuration** from **Use Environment** in the **Options** menu.

To preload some code into the Python Shell when it is started, you can set the **PYTHONSTARTUP** environment variable to the full path of a Python file. Or, set **PYTHONSTARTUP\_CODE** to execute a line of Python code, optionally with multiple statements separated by ;

### ***7.2. Active Ranges in the Python Shell***

Code in an editor can be marked as the active range for the **Python Shell**, in order to make it easier to reevaluate after it is edited. This is done by selecting a range of lines in the editor and pressing the **Set Active Range** icon at the top right of the **Python Shell**.

Once a range is set, additional icons appear to execute or debug the active range, jump to the active range in the editor, or clear the active range.

The active range is marked in the editor and will adjust its position and extent as code is added or deleted.

### ***7.3. Debugging Code in the Python Shell***

Code executed in the **Python Shell** can be run with or without debug. This is controlled by clicking on the bug icon in the upper right of the tool, or using **Enable Debugging** in the **Options** menu.

When debugging is enabled, a breakpoint margin appears at the left of the **Python Shell** tool, and breakpoints can be set, as in editors. This works for code previously typed, dragged, or pasted into the shell. Breakpoints set in editors are also reached, if that code is executed. Wing copies breakpoints from a source file and stops in the **Python Shell** itself when **Evaluate Selection** is used on a short enough range of code. However, when using **active ranges**, or when evaluating a long selection or a whole file, Wing instead stops at breakpoints set within the code editor, since in those cases the code is not visible in the shell.

Note that the debugger only appears active when code is actually running, and not when waiting at the **Python Shell** prompt.

Whenever code is being debugged from a shell prompt, **Stop Debugging** and **Start/Continue** in the **Debug** menu, and their keyboard and toolbar equivalents, will return to the prompt in the shell. Both will continue executing code to complete the invocation from the prompt but **Stop Debugging** will do so with debug temporarily disabled. The fact that code is not preemptively interrupted is a

limitation stemming from the way Python is implemented. In cases where this is a problem, the **Python Shell** can be restarted instead.

### Debugging Threaded Code

Threads are treated differently in the **Python Shell** and Wing Pro's **Debug Console** depending on whether or not debug is enabled and/or whether the shell is at the prompt, as follows:

In the **Python Shell**, when debugging is disabled, threads are run continuously in the background without debug and whether or not the shell is at a prompt. When debugging is enabled in the **Python Shell** it will also debug threads. However, it will allow threads to run only while code is being executed from the shell and the **Python Shell** is not at the prompt. This matches the behavior of the debugger when it is running stand-alone files, where it halts all threads if any thread is halted. When the **Python Shell** is debugged, Wing treats execution of code from the shell prompt as continuing the debugger until the prompt is reached again. Thus it also allows other threads to run during this time.

These subtle but necessary differences in threading behavior may affect how threaded code performs within the **Python Shell** and Wing Pro's **Debug Console**. Currently there are no options for selecting other behaviors, such as always letting threads run even when at the prompt, or never letting threads run even when executing code from the prompt. If you run into a situation where one of these options is needed, please send details of your use case to [support@wingware.com](mailto:support@wingware.com).

## 7.4. Python Shell Options

The **Options** menu in the **Python Shell** contains some settings that control how the shell works:

**Enable Debugging** controls whether code run in the **Python Shell** will be debugged.

**Enable Auto-completion** controls whether Wing will show the auto-completer in the **Python Shell**.

**Wrap Lines** causes the shell to wrap long output lines in the display.

**Pretty Print** causes Wing to use Python's **pprint** module to format output.

**Filter History by Entered Prefix** causes up/down arrow key traversal of history to match only items that start with the string between the prompt and the caret. If no string was typed before pressing the up arrow then all history items are traversed.

**Evaluate Only Whole Lines** causes Wing to round up the selection to the nearest line when evaluating selections, making it easier to select the desired range.

**Auto-restart when Evaluate File** causes Wing to automatically restart the shell before evaluating a file, so that each evaluation is made within a clean new environment.

**Auto-restart when Switch Projects** causes Wing to automatically restart the shell after switching projects, so that the shell environment will match the project's configuration.

**Prompt to Confirm Restart** controls whether Wing will prompt before restarting the **Python Shell**.

**Use Environment** in Wing Pro and Wing Personal selects the runtime environment, including initial working directory, for the **Python Shell**. This may be [Project Properties](#) or a selected [Launch](#)

## Integrated Python Shell

**Configuration.** When this is changed, the shell must be restarted from its **Options menu** before a newly selected environment takes effect.

**Edit Environment** in Wing Pro and Wing Personal edits the runtime environment selected with **Use Environment**. This highlights the initial working directory property, but all of the properties may be changed. The shell must be restarted from its **Options** menu before the edited environment takes effect.

**Prompt on Stale Environment** controls whether Wing will display a dialog indicating that the **Python Shell** is no longer using a Python environment that matches the configured environment.

## OS Commands Tool

The **OS Commands** tool in Wing Pro and Wing Personal executes and interacts with external commands provided by the OS or by other software. It can be used to execute Python code outside of the debugger, run build commands, integrate external tools into Wing, start code that is debugged using **wingdbstub**, and so forth.

### Adding and Editing Commands

There are three types of OS Commands:

- (1) *Command Lines* are executed in the environment configured in the OS Command itself.
- (2) *Python Files* are executed in the environment configured in their [File Properties](#).
- (3) *Named Entry Points* are executed in the environment configured by the selected [Named Entry Point](#).

Commands can be added, edited, and deleted with the icons in the **OS Commands** tool and from its **Options** menu.

Additionally, whenever a file is executed outside of the debugger, or when a build command is configured in [Project Properties](#) or [Launch Configurations](#), these are added automatically to the **OS Commands** tool.

For details on setting up a new command, see [OS Command Properties](#).

### Executing Commands

Commands can be executed and terminated from icons in the **OS Command** tool and from its **Options** menu.

The bottom portion of the **OS Commands** tool contains the console where commands are executed, where output is shown, and where input can be entered for sending to the sub-process. Use the popup menu to switch between running processes, or add multiple instances of the **OS Commands** tool to view them at the same time.

The console provides a right-click context menu for controlling the process, copy/pasting, and clearing or saving a copy of the output to a file.

### Start Terminal

On Linux and macOS, or when working with a project that points to a remote host, Wing offers **Start Terminal** in the **OS Commands** tool menus and the **Tools** menu in the menu bar. This configures and starts a new *Command Line* style OS Command that runs a **bash** terminal.

For projects that use a virtualenv Python, the terminal will be started after running **activate**. This is set in the **Command Line** property, which can be set back to **bash -norc** to avoid activating the virtualenv.

To set up a terminal that runs a different shell, add a *Command Line* style OS Command with **Command Line** set to your shell executable (for example, Wing's default terminal configuration uses **bash -norc**) and then enable the **Use pseudo-TTY** and **Line mode** options.

## OS Commands Tool

Note that Wing's **OS Commands** tool does not fully emulate a TTY, so the tab key, color, and cursor movement are not supported. As a result of this, Wing sets **TERM=dumb** in the **Environment** in the OS Command configuration for terminals.

### Options

The **Options** menu includes items for restarting a command and clearing the execution console, and also the following options:

- **Auto-Clear Consoles** controls whether the console is automatically cleared each time a command is started or restarted.
- **Python Prompt After Execution** controls whether *Python File* style commands drop into the Python prompt after the file is executed, rather than exiting the process.
- **Wrap Long Lines** controls whether long lines are shown on a single line or wrapped to the width of the **OS Commands** tool.

### Toolbox

The **OS Commands** toolbox contains the same items in the popup menu at the top of the tool, but is more convenient for editing or removing multiple items, or quickly executing a series of commands. The toolbox is hidden by default but can be shown with **Show Toolbox** in the **Options** menu. Right-click on the list for available actions, or middle-click or double-click on the list to execute items.

## 8.1. OS Command Properties

The runtime environment for commands added to the **OS Commands** tool is configured in the dialog shown when the item is added or edited.

### Shared Properties

All OS Command types share the following configurable properties:

**Title** is the display title to use for the command. If not set, the command line or file name is shown instead.

**I/O Encoding** is the encoding to use for text sent to and received from the sub-process.

**Key Binding** assigns a key binding to execute the command. To enter a binding, just press the desired binding while focus is in the **Key Binding** field. Bindings can consist of multiple parts, such as **Ctrl-H B**. Pressing multiple keys will create a key binding sequence, unless too much time elapses between the key presses. To reset the value to blank (no key binding), select all text and press **Backspace** or **Delete**.

**Raise OS Commands When Executed** causes the **OS Commands** tool to be shown whenever this command is executed. When disabled, the tool will not be brought to front.

**Auto-save Files Before Execution** automatically saves any unsaved changes in open files before the command is executed, even if the **Files > Auto-Save Files Before Debug or Execute** preference is disabled.

**Use Pseudo-TTY** (on Linux and macOS) runs the subprocess in a pseudo-TTY and tries to (minimally) emulate how the command would work in a shell. Many of the ANSI escape sequences are not supported, but the basics should work. For some commands, adding options can help it to work better in the **OS Commands** tool. For example, **bash -norc** works better than **bash** if you have bash using colors, and **ipython -colors NoColor** works better than **ipython** alone. This option is omitted for OS Commands being executed on Windows.

**Line Mode** (on Linux and macOS) can be disabled to enter raw mode and send every keystroke to the subprocess, rather than collecting input line by line. Often, but not always, when a pseudo-TTY is being used then line mode should be disabled. Some experimentation may be required to determine the best settings. This option is omitted for OS Commands executed on Windows, and all I/O is performed line by line.

**Shared** stores the OS Command in the [Settings Directory](#) so that it appears in all projects.

### Additional Properties for Command Lines

The **Environment** tab provided for *Command Line* style OS Commands allows specifying the **Initial Directory**, **Python Path**, and **Environment**, which act the same as the corresponding values configurable in [Project Properties](#).

In command lines, use **\$(ENV)** or **\${ENV}** to insert values from the environment or from the special variables enumerated in [Environment Variable Expansion](#). These values will be empty if undefined.

Note that the commands are executed on their own and not in a shell, so any commands that are built into the shell cannot be used here. For example, on Windows **dir** and some others are built-in commands so cannot be used directly; however, the form **cmd /c dir** will work in this case. On Linux, invoking **bash** directly may be necessary in similar cases.

### Additional Properties for Python Files

For *Python File* style OS Commands, **Python Prompt after Execution** in the **Options** menu specifies that the Python interpreter should be left active and at a prompt after the file is executed.

### Test Execute

While editing command properties, the **Test Execute** button can be used to try executing with the current settings. A temporary entry is added to the **OS Commands** tool, and removed again after the command properties dialog is closed.



## Debugger

Wing Personal's Python debugger provides a toolset for rapidly locating and fixing bugs in single and multi-threaded Python code. It supports breakpoints, stepping through code, and inspecting and changing stack or module data. Wing Personal omits many of the more advanced debugger features found in Wing Pro, including support for multi-process debugging, remote debugging, containers, interactive command line debugging, conditional breakpoints, and other functionality.

There are a number of ways to use the debugger. Which one you choose depends on where your code is running, and how it is invoked:

**Local Stand-Alone Code** -- Wing can debug stand-alone scripts and applications that run on your local machine and that are launched on demand from within Wing. See [Debugger Quick-Start](#) for a quick introduction.

**Local Externally Launched or Embedded Code** -- Wing can debug locally running code that is launched by a web server or framework, embedded Python code that is used to script a larger application, and any other Python code that cannot be directly launched from the IDE. In this case, the code is started from outside Wing and connects to the IDE by importing Wing's debugger. Debug can be controlled from the IDE and through an API accessible from the debug process. For details, see [Debugging Externally Launched Code](#).

**Manually Configured Remote Debugging** -- Wing can also debug code running on a remote host or device that is not accessible through SSH or where Wing's remote agent cannot be run. In this case, the device must be able to connect to the host where Wing is running via TCP/IP. Connectivity, file sharing, file location mapping, and other configuration needed to make debugging possible is accomplished entirely manually. For details, see [Manually Configured Remote Debugging](#).

Because the debugger core is written in optimized C, debug overhead is relatively low. However, you should expect your code to run 25-30% slower within the debugger. Overhead is proportional to number of Python byte codes executed, so code that does a lot of work in Python and very little in support libraries will incur more overhead.

### 9.1. Debugger Quick Start

#### Overview of Capabilities

Wing can be used to debug all sorts of Python code, including desktop applications, web applications, numeric and scientific applications, games, and many others. Code that Wing debugs may be launched from the IDE, or started outside of the IDE. It may be running stand-alone on the local host or launched from a web server or web framework. Wing Pro can also debug code running on a remote host, virtual machine or device, in an application that uses Python as a scripting language, or inside a container like those provided by Docker. The debugger can work with asynchronous and multi-threaded code and (in Wing Pro) multiple concurrent processes.

Wing also supports working with many different packages and frameworks, including [wxPython](#), Tkinter, [PyQt](#), [PyGObject](#), [matplotlib](#), [Jupyter pygame](#), [Django](#), [Flask](#), [Pyramid](#), [mod\\_wsgi](#), [Plone](#)

and many others. Wing can also work with code running in an embedded Python interpreter in the context of a larger application such as [Blender](#), [Maya](#), [Nuke](#), and [Source Filmmaker](#).

While Wing is capable of debugging Python code in many development scenarios, this Quick Start guide focuses on the case where you are working with locally stored code that is launched from the IDE. If you need to launch code from outside of the IDE, on a remote host, virtual machine or device, or on a container like those supported by Docker, please see [this overview](#).

### Getting Started

Before debugging, you will need to install Python on your system if you have not already done so. Python is available from [python.org](#) or you can use a distribution like [Anaconda](#).

To start debugging some Python code, open up the file in the editor and then select **Start / Continue** from the **Debug** menu. This will run to the first breakpoint, unhandled exception, or until the debug program completes. Select **Step Into** instead to run to the first line of code. For details see [Starting Debug](#).

To set breakpoints, just click on the left-most margin next to the source code in the editor. In Wing Pro, conditional and ignore-counted breakpoints are also available from the **Breakpoint Options** group in the **Debug** menu, or by right-clicking on the breakpoints margin. For details, see [Setting Breakpoints](#).

You can step through code with the items in the **Debug** menu or from the toolbar. For details see [Flow Control](#).

To view debug data you can hover your mouse over a value in the editor or use the **Stack Data** tool from the **Tools** menu to inspect locals and globals. In Wing Pro, you can also interact with the current debug stack frame and try out new code in the **Debug Console** from the **Tools** menu, or press **Shift-Space** to view all visible values in the editor. For details see [Viewing Debug Data](#) and [Interactive Debug Console](#).

Use the **Debug I/O** tool to view your program's output, or to enter values for input to the program you are debugging. If your program depends on characteristics of the Windows Console or a particular Linux/Unix shell, see [External I/O Consoles](#) for more information.

In some cases, you may need to specify a **Python Executable**, **Python Path** or other environment using **Project Properties** in the **Project** menu. Setting the **Python Executable** is only necessary if Wing cannot find Python on your system or if you have more than one version of Python installed. Command line arguments to use when debugging a file may be set in [File Properties](#) for the file. See [Debug Environment](#) for more options.

There are many other capabilities available in the debugger, as described in the rest of this chapter and [Advanced Debugging Topics](#).

## 9.2. Debug Environment

The Python executable that should be used for debugging, and environment like **Python Path** and starting directory, are specified in [Project Properties](#) in the **Project** menu.

### Per-File Environment

In cases where different debug environments are needed for different files, use [File Properties](#) for each file to specify a [Launch Configuration](#) to use with that file.

If different debug environments are needed for different launches of the same file, set up a [Named Entry Point](#) instead.

### Command Line Arguments

Command line arguments to use when debugging a file can be set using **Debug Environment** in the **Debug** menu, under the **Debug** tab of [File Properties](#) for the file, or by defining a [Named Entry Point](#).

### Unit Testing Environment

The environment to use for files when they are debugged as unit tests by the [Testing](#) tool is instead set under the **Testing** tab of [Project Properties](#) or [File Properties](#).

## 9.3. Named Entry Points

Named entry points define additional debug/execute entry points into Python code, by pairing a Python file or a named module with the desired execution environment. Named entry points can be debugged or executed from the **Debug Named Entry Point** and **Execute Named Entry Point** sub-menus of the **Debug** menu.

**Named Entry Points** in the **Debug** menu displays the **named entry point manager**. Use the toolbar in the dialog or right-click on the list to create, edit, duplicate, or delete a named entry point. To rename an entry point, click on its name and type the new name.

Right-click on a named entry point in the list and select **Set Debug Key Binding** or **Set Execute Key Binding** to assign a key binding that will debug or execute that named entry point.

### Named Entry Point Fields

Each named entry point defines the following fields to launch either a Python file or a named module using **python -m**.

**Python File** is the file to launch by invoking Python with its filename.

**Named Module** is the module to launch with **python -m** and the module named.

**Environment** specifies the environment to use when launching the file. This can either be the project-defined environment from [Project Properties](#) with the specified run arguments, or it can be a selected [launch configuration](#). For Python files selected by filename rather than module name, the file may also be launched using **python -m** and the specified run arguments.

**Show this dialog before each run** displays the named entry point properties dialog before debugging or executing it.

## 9.4. Specifying Main Entry Point

Normally, Wing will start debugging in whatever file you have active in the current editor. Depending on the nature of your project, you may wish to specify a file or a [Named Entry Point](#) as the default debug and execution starting point. This is done with **Set Current As Main Entry Point** in the **Debug** menu, by right clicking on a file in the **Project** tool and selecting **Set As Main Entry Point**, or by setting **Main Entry Point** in **Project Properties**.

When a main entry point is defined, it is used whenever you start the debugger, except if a specific file is debugged, for example with **Debug Current File** in the **Debug** menu.

The path to the main entry point, if one is set, is highlighted in bold text in the **Project** tool.

The main entry point defined for a project is also used by source code analysis to determine the Python path to use for analysis. As a result, changing this value will cause partial reanalysis of all source files. See [Source Code Analysis](#) for details.

## 9.5. Setting Breakpoints

Breakpoints can be set on source code by opening the source file and clicking on the breakpoint margin to the left of a line of source code. Right-clicking on the breakpoint margin will display a context menu with additional breakpoint operations and options. Alternatively, the **Debug** menu or the toolbar's breakpoint icons can be used to set or clear breakpoints at the current line of source (where the insertion caret or selection is located).

## 9.6. Starting Debug

The following items in the **Debug** menu, or their key bindings, can be used to start debugging:

- **Start / Continue** runs the main entry point, if one has been set as described in [Specifying Main Entry Point](#), or otherwise the file open in the current editor. Execution stops at the first breakpoint or exception, or upon program completion.
- **Step Into** starts a debug session that stops at the first line of code.
- **Debug Current File** runs the file from the current editor. This will stop on the first breakpoint or exception, or upon program completion.
- **Run to Cursor** starts or continues debugging until it reaches the line selected in the current editor, until a breakpoint or exception is encountered, or until program completion.
- **Debug Recent** can be used to rerun a recent debug session. This will stop on the first breakpoint or exception, or upon program completion.

Other ways to start debug include:

- **Debug Selected** in the right-click context menu on the **Project** tool runs the selected file.
- Code may also be debugged from the **Python Shell** tool by clicking on the bug icon in the top right of the tool and entering some code or using the **Evaluate** options in the **Source** menu. See [Debugging Code in the Python Shell](#) for details.
- In Wing Pro and Wing Personal, debug may also be initiated from outside of Wing. See [Debugging Externally Launched Code](#) for details.

Once a debug process has been started, the status indicator in the lower left of the window should change from white or grey to another color, as described in [Debugger Status](#).

Note that when debugging code from the **Python Shell** the debugger only appears active if code is actually running and the shell is not at the prompt.

### 9.7. Debugger Status

The debugger status indicator in the lower left of editor windows is used to display the state of the debugger. The color of the bug icon summarizes the status of the debug process, as follows:

- **White** -- There is no debug process, but Wing is listening for a connection from an externally launched process.
- **Gray** -- There is no debug process and Wing is not allowing any external process to attach.
- **Green** -- The debug process is running.
- **Yellow** -- The debug process is paused or stopped at a breakpoint.
- **Red** -- The debug process is stopped at an exception.

These colors may vary with customization of the user interface. Hover the mouse over the bug icon to display expanded debugger status information in a tool tip.

The status of the debugger is also reflected in the toolbar, which adds items while a debug process is active.

### 9.8. Flow Control

Once the debugger is running, the following commands are available to control further execution of the debug process from Wing.

#### Stepping Through Code

When stopped on a given line of code, execution can be controlled as follows from the **Debug** menu:

**Step Over Instruction** will step over a single instruction in Python. This may not leave the current line if it contains something like a list comprehension or single-line for loop.

**Step Over Statement** will step over the current statement, even if it spans more than one line or contains a looping construct like a list comprehension.

**Step Into** will attempt to step into the next executed function on the current line of code. If there is no function or method to step into, this command acts like **Step Over Instruction**. When used on an import, this will skip Python code executed in **importlib** and instead will step directly into the imported module. This behavior can be disabled with the **Debugger > Advanced > Step Past importlib Frames** preference.

**Step Out** will complete execution of the current function or method and stop on the first instruction encountered after returning from the current function or method.

**Continue** will continue execution until the next breakpoint, exception, or program termination.

**Run To Cursor** will run to the location of the cursor in the frontmost editor, or to the next breakpoint, exception, or program termination.

You can also step through code using the toolbar icons. The step icon in the toolbar implements **Step Over Statement**.

### Pausing and Terminating Debug

At any time, a freely running debug process can be paused with the **Pause** item in the **Debug** menu or with the pause toolbar button. This will stop at the current point of execution of the debug process, as long as some Python code is being executed.

At any time during a debug session, the **Stop Debugging** menu item or toolbar item can be used to force termination of the debug process. This option is disabled if the current process was launched outside of Wing. It may be enabled for all local processes by using the **Debugger > Listening > Kill Externally Launched Processes** preference.

### Move Program Counter

**Move Program Counter Here** in the editor's right-click context menu moves the current position of the execution counter within the innermost stack frame to any other valid position within the same scope. Stepping or execution will continue with the selected line.

Because of how Python is implemented, this feature works only in the innermost stack frame and it does not work when the debugger is stopped on an exception.

## 9.9. Viewing the Stack

Whenever the debug program is paused at a breakpoint, at an exception, or during stepping, the current stack is displayed in the **Call Stack** tool. This shows all program stack frames encountered between invocation of the program and the current run position. Outermost stack frames are higher up on the list. If there are [PEP 3134](#) chained exceptions, these are listed in the order that they occurred, above the final exception.

When the debugger steps or stops at a breakpoint or exception, it selects the innermost stack frame by default. In order to visit other stack frames further up or down the stack, select them in the **Call Stack** tool.

You may also change stack frames using the **Up Stack** and **Down Stack** items in the **Debug** menu, the up/down stack icons in the toolbar, the toolbar stack popup menu, and the stack selector popup menus at the top of other debugging tools.

When you change stack frames, all the tools in Wing that reference the current stack frame will be updated, and the current line of code at that stack frame is shown in the editor.

To change the type of stack display, right-click on the **Call Stack** tool.

When an exception has occurred, a backtrace is also captured by the **Exceptions** tool, where it can be accessed even after the debug process has exited.

## 9.10. Viewing Debug Data

Wing allows you to inspect locals and globals using the **Stack Data** tool. This area displays values for the currently selected stack frame.

Debug data displayed by Wing is fetched from the debug server on the fly as you navigate. Because of this, you may experience a brief delay when a change in an expansion or stack frame results in a large data transfer.

For the same reason, leaving large amounts of debug data visible on screen may slow down stepping through code.

### 9.10.1. Stack Data Tool

The **Stack Data** tool can be used to view debug data for locals and globals. It contains a process, thread, and stack frame selection area, an expandable tree area for viewing data, and a details area for inspecting individual values as an array or in textual form.

#### Process, Thread, and Stack Frame Selector

The top part of the tool contains popup menus for selecting the current debug process, thread, and stack frame to focus on. The process selector is omitted in Wing 101 and Wing Personal, which do not support multi-process debugging. The thread selector is hidden unless there is more than one thread in the debug process.

This area also contains the [Stack Data Options Menu](#).

#### Value Display

The value display area is shown below the stack selector area, and will contain the values for the currently selected process, thread, and stack frame. Each value or part of a value is shown as one line in the tree.

Simple values, such as strings and numbers, and values with a short string representation, are displayed in the **Value** column of the tree. Strings are always contained in `"` (double quotes). Any value outside of quotes is the **repr** of an instance, a number, or a Python constant such as **None** or **False**. Integers can be displayed as decimal, hexadecimal, or octal, as controlled by the **Debugger > Data Display > Integer Display Mode** preference.

Complex values, such as instances, lists, and dictionaries, will be shown in a short form containing type and (optionally) the memory address, for example `<dict 0x80ce388>`. These can be expanded by clicking on the expansion indicator in the **Variable** column. The memory address uniquely identifies the instance. If you see the same address in two places, you are looking at two object references to the same instance. Memory addresses may be hidden by toggling **Show Memory Addresses** in the tool's **Options** menu.

If a complex value is short enough to be displayed in its entirety, the `<type address>` form is replaced with its value, for example `{'a': 'b'}` for a small dictionary. These values can still be expanded from the **Variable** column. The size threshold used for this is set with the **Debugger > Line Threshold** preference. If you want all values to be shown uniformly, set this preference to **0**.



## Expanding Values

When a complex value is expanded, the position or name of each sub-value will be displayed in the **Variable** column, and the value of each sub-value (possibly also complex values) will be displayed in the **Value** column. Nested complex values can be expanded indefinitely, even if this results in the traversal of cycles of object references.

Once you expand a value, the debugger will continue to present that entry expanded, even after you step further or restart the debug session. Expansion state is saved and reused in later debug sessions, until you quit Wing.

Selected values can be viewed as an array or text by right-clicking on the item and choosing **Show Value as Array** or **Show Value as Text**. The content of the detail area is updated when other items in the **Stack Data** tool are selected. See [Array and Textual Data Views](#) for details.

## Data Handling Errors

Wing may fail to show some data values because they are too large or can't be inspected safely. These are indicated in **Stack Data** in the following forms:

- **<huge sometype; len=10000>** -- indicates a value of type **sometype** with given top-level length (if known) is too large to display because its overall size exceeds the **Debugger > Data Display > Huge List Threshold** or **Huge String Threshold** preferences. This may occur also for values with a small top-level size but which appear to generate a representation that large enough to hang up the debugger during data inspection.
- **<opaque sometype>** -- indicates that a value of type **sometype** cannot be displayed because it is being filtered out by the **Debugger > Data Filters > Do Not Expand** preference or because settings described in [Advanced Data Display](#) prevent extraction of the value.
- **<verror sometype; code=xyz>** -- indicates that a value of type **sometype** cannot be displayed because the debugger could not extract a displayable representation of the value. These value errors often indicate bugs in the code that implements the values Wing is trying to inspect. However, please report these errors using **Submit Bug Report** in Wing's **Help** menu or by sending email to [support@wingware.com](mailto:support@wingware.com). Your report may enable us to improve Wing's data inspection facility to better handle the case you are seeing.

Some values that are too large for display in the **Stack Data** tool may still be viewed as arrays by right-clicking on the value and selecting **Show Value as Array**. Arrays are loaded incrementally according to what is visible on screen, and thus are less subject to size thresholds.

For details, see [Problems Handling Values](#).

### 9.10.1.1. Array, Data Frame, and Textual Data Views

The value details area of the **Stack Data** tool can display selected values as an array or in textual form. The details view area is shown and hidden with **Show Value Detail** in the **Stack Data** tool's **Options** menu. The position of the details view can be changed by checking or unchecking the **Show Detail to Side** item in the **Options** menu.

## Array View



Values like Pandas DataFrames, numpy ndarrays, xarray.DataArrays, sqlite3 result sets, and Python lists, tuples, and dicts can be viewed as an array by right-clicking on the item and selecting **Show Value as Array**. The array viewer loads slices of data as needed for display, rather than loading the whole data value at once.

A filter area is provided for searching the data. Only rows that match the filters will be shown. The filters are applied on the server side, to limit the amount of data examined and transferred to the IDE.

Each filter can be a string to search for in any data column, or may specify the column to search in the form **colspec:text**. For example, **0:msg** searches for the string **msg** only in column zero. If column labels are shown, as they are for sqlite3 results and some numpy and Pandas data, the column label can be used instead of the column number. For example, **name:oli** will search the **name** column for the string **oli**.

If multiple space-separated filters are entered, they must all match a row for that row to be displayed.

Filtering options are accessed by clicking on the drop down arrow to the right of the filter enter area:

- **Case Sensitive** can be checked for case-sensitive searching, for both the search string and any column specifiers.
- **Text Search**, **Wildcard Search**, and **Regex Search** select the type of matching to use.
- **Search All Columns** and **Search Visible Columns** select whether your filters are applied only to the visible range of columns, or to all columns. The default is to filter only on visible columns since filtering on all columns can be very slow in large arrays.

The array view can also display array-like instances that implement `__len__` and `__getitem__` and dict-like instances that implement `keys` and `__getitem__` if the **Debugger > Introspection > Allow Calls in Introspection** preference is enabled. This should be used with caution because it invokes these user-defined methods in a way that may be untested, possibly leading to unexpected changes in runtime state, hanging, threading deadlocks, or crashing.

### Textual View

When the debugger encounters a long string, it will be truncated in the **Value** column. In this case, the full value of the string can be viewed in the details area by right-clicking on a value and selecting **Show Value as Text**.

This can be useful in some other cases as well, where the textual representation of a value is easier to read than the tree or array view.

#### 9.10.1.2. Stack Data Options Menu

The **Stack Data** tool's **Options** menu contains the following display options:

**Show/Hide Value Detail** toggle display of the array or textual value detail area.

**Show Detail to Side** show the array or textual value detail area to the right of the main display, instead of below it.

**Show `__name` Protected Variables** shows or hides symbols with names starting with a single underscore (protected members).

**Show `__name` Private Variables** shows or hides symbols with names starting with double underscore (private members).

**Show `__name__` Special Variables** shows or hides symbols with names starting and ending with double underscore (special members).

**Show Integers as Decimal** shows all integers in decimal (base 10) form.

**Show Integers as Hex** shows all integers in hexadecimal (base 16) form.

**Show Integers as Octal** shows all integers in octal (base 8) form.

**Show Memory Addresses** shows or hides memory addresses for instances.

**Resolve Properties** enables or disables displaying properties in **Stack Data**. This should be used with caution. See [Advanced Data Display](#) for details.

#### **9.10.1.3. Stack Data Context Menu**

Right-clicking on the **Stack Data** tool displays a popup menu with options for navigating data:

**Show Value as Array** show the selected value as an array in the value details area.

**Show Value as Text** shows the selected value as text in the value details area.

**Hide Value Detail** hides the value details area shown with the above menu items.

**Expand More** increases the expansion of the selected complex data value by one additional level. If many values are expanded, you may experience a delay before the operation completes.

**Collapse More** decreases the expansion of the selected complex data value by one level.

**Force Reload** -- This forces Wing to reload the displayed value from the debug process. This is useful in cases where Wing is showing an evaluation error or when the debug program contains instances that implement `__repr__` or similar special methods in a way that causes the value to change when subjected to repeated evaluation.

#### **9.10.1.4. Filtering Value Display**

Values shown in the **Stack Data** tool that are not of interest during debugging may be omitted by type or name (for variables and dictionary keys) by setting the **Debugger > Data Filters > Omit Types** and **Debugger > Data Filters > Omit Names** preferences. By default, these omit display of classes, functions, methods, and some other types.

For **Omit Types**, if `type(value).__name__` is found in the list then it is omitted from the display.

For **Omit Names**, if the variable name or dictionary key is found in the list then it is omitted from the display.

The **Debugger > Data Filters > Do Not Expand** preference can be used to tell the debugger to avoid all attempts at probing certain values, based on their data type. This is useful to avoid inspection of values that cause problems or crashing when handled by the debugger. For example,

values defined in buggy extension modules may cause crashing of the debug process if the debugger invokes code that isn't normally executed. This preference is also respected during introspection of the runtime state for auto-completion and other features in the IDE.

### 9.10.1.5. Advanced Data Display

Wing handles debug data conservatively to avoid invoking code that might cause unexpected changes in debug program state, hanging, crashing, thread deadlocks, and other problems that can occur if the debugger exercises code in a way that it was not designed to handle. Some advanced options are provided on the **Debugger > Introspection** preferences page, to allow Wing to inspect data more deeply:

- **Resolve Properties** enables calling `fget()` on properties so that properties can be shown in the **Stack Data** tool. This is off by default since calling property methods may change program state unexpectedly, cause threading deadlocks, and bring out bugs in properties code not seen during regular execution.
- **Allow Calls in Data Inspection** enables calling user-defined `__len__`, `__getitem__`, `__call__` and similar special methods during data inspection. By default, Wing only calls these if implemented in C code, as for Python's standard data structures.
- **Call Python `__repr__` Methods** enables calling `__repr__` even if it is implemented in Python. This is enabled by default, since it is usually safe, but may be disabled for cases where these calls cause problems. Known cases where this option must be disabled include SQL database implementations that include all of very large query results in the `repr`.
- **Inspect Base Classes** controls whether Wing will try to inspect base classes for class attributes. This is enabled by default, since it is usually safe, but may be disabled for cases where it causes problems. Known cases where this option must be disabled include **openerp** and **odoo**, since they crash on inspection of some base classes.

When any of these options cause errors in the debugger, Wing will try to continue inspection of other data values whenever possible and mark the offending values with **<error handling value>**. However, if the inspection causes the debug process to crash or deadlock, Wing will fail to identify which value caused the problem, and the debug session will end.

If you are having problems with the debug process crashing unexpectedly while paused in Wing's debugger, try disabling all of the above options and then reenabling those that you need one at a time.

More information can be obtained about failures caused by these options by enabling additional debugger logging with the **Debugger > Diagnostics > Debug Internals Log File** preference.

### 9.10.2. Viewing Data on the Editor

Hovering the mouse over a symbol in the editor will show a tooltip with its value, if one is available in the current stack frame. If a selection is made, hovering will show the value of the entire selection.

By default, Wing only shows values for selected symbols and not for all selected expressions. To show the value of any expression, set the **Debugger > Hover Over Selection** preference to

**All (Use with Caution!).** As the name suggests, changing this preference can result in the unintended evaluation of expressions that change the debug program state or that invoke arbitrary functionality in the debug process.

### 9.10.3. Problems Handling Values

Wing's debugger tries to handle debug process data as gently as possible, in order to avoid entering into lengthy computations or triggering errors in the debug process. Even so, not all debug data can be shown on the display. This section describes each of the reasons why this may happen.

#### Huge Values

Wing may consider values too large to handle if it thinks that packaging the value for transfer to the IDE would hang up the debug process. These values are displayed in the form **<huge type 0x803ca872>** in the **Stack Data** tool.

Some values that are too large for display in the **Stack Data** tool may still be viewed as arrays by right-clicking on the value and selecting **Show Value as Array**. Arrays are loaded incrementally according to what is visible on screen, and thus are less subject to size thresholds.

The thresholds that are used to determine whether a value is too large to display may be set in the **Debug > Data Display > Huge List Threshold** and **Debug > Data Display > Huge String Threshold** preferences. The former controls how large **len(value)** may be and the latter controls how long a string may be. Setting these preferences higher may increase data transfer times and may require also increasing the **Debugger > Network > Network Timeout** preference to prevent timeouts.

#### Data Handling Errors

Wing may encounter errors during data handling because the inspection and packaging process may call special methods such as **\_\_cmp\_\_** and **\_\_str\_\_** in your code. If these methods have bugs in them, the debugger may reveal those bugs at times when you would otherwise not see them.

The rare worst case scenario is crashing of the debug process if flawed C or C++ extension module code is invoked. In this case, the debug session is ended.

More common, but still rare, are cases where Wing encounters an unexpected Python exception while handling a debug data value. When this happens, the value is displayed as **<error handling value>**.

These errors are not reported in the **Exceptions** tool. However, extra output containing the exception being raised can be obtained by setting the **Debugger > Diagnostics > Debug Internals Log File** preference.

Options that can prevent some types of data handling errors are documented in [Advanced Data Display](#).

#### Opaque Values

Wing may treat values as opaque if they cannot be converted into a form that can be displayed in the IDE. This happens only rarely for data types defined within C/C++ code, or if a value contains

certain Python language internals. Opaque values are denoted in the form **<opaque 0x80ce784>** and cannot be expanded further.

### Value Timeouts

Wing may time out handling a value when packaging it hangs up the debug process. The debugger tries to avoid this by carefully probing a value's size before packing it up. In some cases, this does not work, causing the debugger to wait for the duration set by the **Debugger > Network > Network Timeout** preference and then displaying the value as **<network timeout during evaluate>**.

### Managing Value Errors

Wing remembers all debug data handling errors that it encounters and stores them in the project file. These values will not be refetched during subsequent debugging, even if Wing is quit and restarted.

To override this behavior for an individual value, use **Force Reload** in the right-click context menu on the value.

To clear the list of all errors previously encountered, so that all values are reloaded, use **Clear Stored Value Errors** in the **Debug** menu. This operates only on the list of errors known for the current debug main entry point, if a debug session is active, or for the main entry point, if any, when no debug process is running.

To avoid reoccurrence of more severe data value handling errors after clearing stored value errors, see [Filtering Value Display](#).

## 9.11. Debug Process I/O

For a debug process launched from Wing, I/O associated with **print()**, writing to **stdout** or **stderr**, calls to **input()**, or reads from **stdin**, always occurs in the **Debug I/O** tool, unless an external console has been configured as described in [External I/O Consoles](#).

Debug processes launched outside of Wing, using **wingdbstub**, always do I/O through the environment from which they were launched, whether that's a console window, web server, or any other I/O environment.

The code that services debug process I/O does two things: (1) any waits on **sys.stdin** are multiplexed with servicing of the debug network socket, so that the debug process remains responsive to Wing even while waiting for keyboard input, and (2) if the debug process was launched from Wing, I/O is redirected over the network to the IDE.

Multiplexing I/O can cause problems in some code. See [Debug Process I/O Multiplexing](#) for details.

### Options

The following options are available in the **Options** menu in the **Debug I/O** tool:

**Clear** clears the contents of the current output buffer.

**Close All Terminated** unconditionally closes all output buffers for debug processes that have been terminated.

**Wrap Lines** causes long lines to be wrapped in the display.

**Never Auto-Show** prevents Wing from ever automatically showing the **Debug I/O** tool.

**Always Auto-Show on Output** causes Wing to automatically show the **Debug I/O** tool when any output is received from the debug process.

**Auto-Show on First Output** causes Wing to automatically show the **Debug I/O** tool only the first time output is received from a debug process.

**Auto-Focus for Input** causes Wing to show the Debug I/O tool and set focus into the I/O buffer whenever a debug process is waiting for keyboard input. This is disabled by default in Wing Personal and Wing Pro and disabling the **Debugger > Advanced > Use sys.stdin Wrapper** preference prevents this feature from working.

**Configure External Console** allows replacing Wing's builtin **Debug I/O** tool with an OS-appropriate console run in a separate window. See [External I/O Consoles](#) for details.

**Configure Encoding** allows setting the encoding used for I/O to debug processes. This must be set to match the expectation of the debug process.

**Show Debug I/O Documentation** displays this documentation page.

### 9.11.1. External I/O Consoles

In cases where a debug process launched from Wing requires specific characteristics provided by a full-featured terminal emulator or Windows console, or to better handle very large amounts of debug process output, you can redirect debug I/O to a new external window using the **Debugger > I/O > Use External Console** preference.

The most effective way to keep the external console visible after the debug process exits is to place a breakpoint on the last line of your code. Alternatively, enable the **Debugger > I/O > External Console Waits on Exit** preference. However, this can result in many external consoles being displayed at once if you do not press **Enter** inside the consoles after each debug run.

On Linux and macOS it is possible to select which console applications will be tried for the external console by altering the **Debugger > I/O > External Consoles** preference.

On Windows, Wing always uses the standard DOS Console that comes with your version of Windows.

### Environment Limitations

Depending on the terminal implementation used, environment variables set by Wing may not be inherited by the Python process that runs within the external console. This breaks virtualenv, Anaconda environments, and any other case where the configured environment is needed for code to be able to run.

An easy work-around for virtualenv is to selected the **Command Line** option for **Python Executable** in **Project Properties** or the launch configuration. Then enter the full path of the virtualenv's Python. This is the value of **sys.executable** (after **import sys**) in the desired virtualenv.

## Debugger

To work around this in other cases, create a launch script that sets up your environment and then starts Python with all arguments that were passed to the script. Then set this script as the **Command Line** in your **Python Executable** in **Project Properties** or your launch configuration.

For example on Windows:

```
@echo off
set MYENV=value
call C:\path\to\envsetup.bat
C:\path\to\python.exe %*
```

Or on macOS and Linux:

```
#!/usr/bin/env bash
export MYENV=value
. /path/to/envsetup.sh
/path/to/python "$@"
```

Both examples show setting **MYENV** within the script and calling an external environment setup script **envsetup**. Either may be used as a way to provide the environment to the invoked Python.

### 9.11.2. Debug Process I/O Multiplexing

Wing alters the I/O environment in order to make it possible to keep the debug process responsive while waiting for I/O, and to redirect I/O over the connection to the IDE. This code mimics the environment found outside of the debugger, so any code that uses only Python I/O does not need to worry about this change.

There are however several cases that can affect users that bypass Python I/O by doing C-level I/O from within an extension module:

- C/C++ extension modules that use the C-level **stdin** or **stdout** will bypass Wing's debugger I/O environment. This means that output sent to C-level **stdout** will not be redirected to the IDE. Also, waiting on **stdin** in C or C++ code will make the debug process unresponsive to messages from the IDE, such as **Pause** and changes to breakpoints, until the debug process exits its wait state.
- Calling C-level **stdin** from multiple threads in a multi-threaded program may result in altered character read order when running under Wing's debugger.
- When debugging on Windows, calling C-level **stdin**, even in a single-threaded program, can result in a race condition with Wing's I/O multiplexer that leads to out-of-order character reads. This is an unavoidable result of limitations on multiplexing keyboard and socket I/O on this platform.

### Disabling I/O Multiplexing

If you run into a problem with keyboard I/O in Wing's debugger, you should:



1. Turn off Wing's I/O multiplexer by unchecking the **Debugger > I/O > Use sys.stdin Wrapper** preference.
2. Turn on the **Debugger > I/O > Use External Console** preference. See [External I/O Consoles](#) for details.

Once that is done, I/O should work properly in the external console, but the debug process will remain unresponsive to **Pause** or breakpoint changes from Wing whenever it is waiting for input, either at the C/C++ or Python level.

### 9.12. Debugging Multi-threaded Code

Wing's can debug multi-threaded code, as well as single-threaded code. When a debug process has multiple threads, a thread selector popup is added to the stack selector area at the top of the various debugger tools.

By default, Wing debugs all threads in a debug process, and will stop all threads immediately if a single thread stops. Even though Wing tries to stop all threads, some may continue running if they do not enter any Python code. In that case, the thread selector will list the thread as running. It also indicates which thread was the first one to stop.

When moving among threads in a multi-threaded program, the **Show Position** icon that is shown in the toolbar during debugging offers a convenient way to return to the original thread and stopping position.

Whenever debugging threaded code, please note that the debugger's actions may alter the order and duration that threads are run. This is a result of the small added overhead, which may influence timing, and the fact that the debugger communicates with the IDE through a TCP/IP connection.

#### Selecting Threads to Debug

To avoid stopping all threads in the debugger, you must launch the debug process from outside Wing, import **wingdbstub** to initiate debug, and then use the debugger API's **SetDebugThreads()** call to specify which threads to debug. All other threads will be entirely ignored. This is documented in [Debugging Externally Launched Code](#) and the API is described in [Debugger API](#)

Note, however, that specifying a subset of threads to debug may cause problems in some code. For example, if a non-debugged thread starts running and does not return control to any other threads, then the debug process will cease to respond to the IDE. This is unavoidable since there is no way to preemptively force the debug-enabled threads to run again.

### 9.13. Managing Exceptions

By default, Wing's debugger stops at exceptions when they would be printed by the Python interpreter or when they are logged with **logging.exception**. Wing will also stop on all **AssertionError** exceptions, whether or not they are printed or logged, since these usually indicate a program error even if they are handled. These behaviors can be altered with the **Debugger > Exceptions** preference group, as described below.

#### Ignoring Exceptions



Individual exceptions can be ignored by checking the **Ignore this exception location** check box in the debugger's **Exceptions** tool and continuing debug.

This is useful in ignoring non-critical exceptions that are being raised by code that is not currently of interest, in order to be able to work on other problems.

Ignored exceptions are remembered in the project and may be cleared with **Clear Ignored Exceptions** in the **Debug** menu.

Ignored exceptions are still reported if they actually lead to program termination.

### Exception Reporting Mode

The overall strategy for identifying and reporting exceptions is configured with the **Debugger > Exceptions > Report Exceptions** preference. The following choices are available:

- **When Printed** stops on exceptions at the time that they would have been printed out by the Python interpreter. This is the default.

For code with catch-all exceptions written in Python, Wing may fail to report unexpected exceptions if the handlers do not print the exception. In this case, it is best to rewrite the catch-all handlers as described in [Trouble-shooting Failure to Stop on Exceptions](#).

Note that in this exception handling mode, any code in **finally** clauses, **except** clauses that reraise the exception, and **with** statement cleanup routines will be executed before the debugger stops because they execute before the traceback is printed.

- **Always Immediately** stops at every single exception immediately when it is raised. In most code this will be very often, since exceptions may be used internally to handle normal, acceptable runtime conditions. As a result, this option is usually only useful after already running close to code that requires further examination.
- **At Process Termination** makes a best effort to stop and report exceptions that actually lead to process termination. This occurs just before or sometimes just after the process is terminated. The exception is also printed to **stderr**, as it would be when running outside of the debugger.

When working with an [Externally Launched Debug Process](#), this mode may not be able to stop the debug process before it exits, and in some cases may even fail to show any post-mortem traceback at all, except as printed to **stderr** by the debug process.

### Reporting Logged Exceptions

The **Debugger > Exceptions > Report Logged Exceptions in When Printed Mode** preference controls whether exceptions that are not printed but that are logged with a call to **logging.exception** will be reported by the default **When Printed** exception reporting mode. This preference is ignored in other exception reporting modes.

### Exception Type Filters

The **Debugger > Exceptions > Never Report** and **Debugger > Exceptions > Always Report** preferences can be used to specify that certain exception types should never be reported at all, or always reported regardless of whether they are printed or logged. For example, by default Wing will never stop on **SystemExit** or **GeneratorExit** since these occur during normal program behavior, and Wing will always stop on **AssertionError** since this usually indicates a bug in code even if it is handled.

In some code, adding **NameError** or **AttributeError** to the **Always Report** list may help to uncover bugs that are being masked by overly broad exception handlers. However, this will not work if these are treated as normal expected exceptions. This is common enough that they are not included in Wing's default **Always Report** list.

### ***9.14. Running Without Debug***

We recommend using Wing's debugger whenever Python code is executed, since this is the most efficient way of catching and fixing any problems encountered by the code. In most cases, the debugger overhead is low enough that executing outside the debugger has no real benefits.

However, Python code may also be executed outside of the debugger with **Execute Current File** and **Execute Recent** in the **Debug** menu, or with **Execute Selected** after right-clicking on the **Project** tool. This uses the **OS Commands** tool to manage the process.

## Advanced Debugging Topics

This chapter describes advanced debugging techniques, including debugging externally launched code, remote debugging, alternative methods for starting debug, and using Wing's debugger together with a debugger for C/C++ code.

### 10.1. Debugging Externally Launched Code

This section describes how to start debugging from a process that is not launched by Wing. Examples of code that must be launched externally include tasks running under a web server and embedded Python scripts running inside a larger application.

The following instructions can be used to start debugging in externally launched code that is running on the **same machine** as Wing:

1. Copy **wingdbstub.py** from the install directory listed in Wing's **About** box into the same directory as the code you want to debug. Make sure that **WINGHOME** inside **wingdbstub.py** is set to the full path of your Wing installation.
2. At the point where you want debugging to begin, insert the following source code: **import wingdbstub**. If you are debugging code in an embedded Python instance, see the notes in [Debugging Embedded Python Code](#).
3. Make sure the **Debugger > Listening > Accept Debug Connections** preference is turned on, to allow connection from external processes.
4. Set any required breakpoints in your Python source code by clicking on the breakpoint margin to the left of the code in Wing, or with the breakpoint items in the **Debug** menu.
5. Initiate the debug program from outside Wing in a way that causes it to **import wingdbstub** and reach a breakpoint or exception. You should see the status indicator in the lower left of Wing's window change to yellow, red, or green, as described in [Debugger Status](#). When a breakpoint is reached, Wing should come to the front and show the file where the debugger has stopped. If no breakpoint or exception is reached, the program will run to completion, or you can use the **Pause** command in the **Debug** menu.

If you run your debug process as a different user, and in some other cases, Wing will initially refuse the connection and ask you to accept a new security token. After accepting it, debugging again should succeed.

To preauthorize the debug connection, you can copy the file **wingdebugpw** from your [Settings Directory](#) into the same directory as your copy of **wingdbstub.py**.

If you have problems making this work, try setting the **kLogFile** variable in **wingdbstub.py** to log additional diagnostic information.

#### 10.1.1. Externally Launched Process Behavior

This section describes what happens if **wingdbstub** cannot attach to Wing, and how termination of remote debug works.

##### Failure to Attach to IDE

Whenever the debugger cannot contact Wing during `import wingdbstub`, for example if the IDE is not running or can't be reached, then the debug program will be run without debug. This allows debug-enabled web tasks and other programs to work normally when Wing is not present.

You can force the debug process to exit in this case by setting the `kExitOnFailure` flag in `wingdbstub.py`.

### Enabling Process Termination

By default, Wing recognizes externally launched processes and disables process termination for them. The **Debugger > Listening > Kill Externally Launched Processes** preference can be set to enable Wing to terminate also externally launched processes.

### Avoiding Connection Timeout

Some environments may preemptively close the debug connection from the outside if there is no activity over some period of time. To prevent this from happening, set the **Debugger > Advanced > Connection Keep-Alive** preference to the number of seconds between keep-alive messages.

#### 10.1.2. Debugging Embedded Python Code

Python is designed so it can be embedded into larger applications as a scripting language, as a way to write high-level code that controls the functionality of that application. This is common, for example, in applications designed for 2D and 3D animation, compositing, and rendering, and some game development software. Examples include [Blender](#), [Autodesk Maya](#), [NUKE](#), and [Source Filmmaker](#).

When Python code is run by an embedded interpreter, you may need some extra configuration to make debugging work properly. What is needed depends on how the host application embeds and invokes Python.

#### Single Python Instance

If the host application is simply creating a single Python instance and reusing it for all script invocations, setting `kEmbedded=1` in `wingdbstub.py` will usually be all that is needed, in addition to adding `import wingdbstub` to your code.

This tells the debugger that complete exit of the debug code does not indicate that Python has exited as well, so that the debug connection can remain intact between script invocations.

#### Custom Python Thread States

Some host applications manually create or alter the Python thread states that is used for each script invocation. This may disable the debugger and/or disconnect the debug process from the IDE.

To solve this, invoke `Ensure()` in the [debugger API](#), to reset the debugger for each script invocation:

```
import wingdbstub
wingdbstub.Ensure()
```

This tells the debugger to ensure that the debug tracer is properly installed and that the debug process is connected to the IDE, as needed in this particular application.

### Multiple Python Instances

In other cases where the host application uses an entirely different Python instance for each invocation, you will need to arrange that the [Debugger API](#) function `ProgramQuit()` is called before each instance of Python is destroyed.

In this case, you should leave `kEmbedded=0` in `wingdbstub.py`. The debugger will disconnect and reconnect for each script invocation, as if they were separate debug processes.

You may also need to unset the environment variable `WINGDB_ACTIVE` before importing `wingdbstub`, if this is left in place by the host application. When this is present it will prevent `wingdbstub` from initiating debug in the second or later Python instance because the debugger will think that debugging is already active.

#### 10.1.3. Configuring wingdbstub

In some cases you may need to alter other preset configuration values at the start of `wingdbstub.py`. These values completely replace the corresponding values set in [Project Properties File Properties](#), and [Launch Configurations](#) in the IDE. Those are used only when the debug process is launched from Wing.

The following options are available:

- Set `kWingDebugDisabled=1` to disable the debugger entirely. This is equivalent to setting the `WINGDB_DISABLED` environment variable before starting debug.
- Set `kWingHostPort` to specify where Wing is listening for connections from externally launched debug processes, so the debugger can connect to it when it starts. This is equivalent to setting the `WINGDB_HOSTPORT` environment variable before starting debug. The default value is `localhost:50005`.

Note that hostname will still be `localhost` if you are debugging over an SSH tunnel, as will be the case if you are using a [remote host](#) configuration. The SSH tunnel takes care of listening on `localhost` and then tunnels the connection to the host where the IDE is running.

See [Manually Configured Remote Debugging](#) for details on changing this value.

- Set `KLogFile` to write a diagnostic log of debugger activity to a file. Usually, you should set this only at the request of Wingware Technical Support. This is equivalent to setting the `WINGDB_LOGFILE` environment variable before starting debug (use a value of `-` to turn off logging to file even if `kLogFile` is set).

When setting this value to a file name, the file will be created if it does not exist. Similarly named files are created if multiple processes are being debugged, one for each process.

Use `<stdout>` or `<stderr>` to write to Python's `sys.stdout` or `sys.stderr`. Note that using `<stderr>` will cause problems on Windows if the debug process is not running in a console.

- Set **kEmbedded** to **1** when debugging embedded scripts, so the debug connection will be maintained across script invocations, rather than closing the debug connection when the script finishes. This is equivalent to setting the environment variable **WINGDB\_EMBEDDED**. See [Debugging Embedded Python Code](#) for details.
- Set **kAttachPort** to define the default port at which the debug process will listen for requests to attach. This is available in Wing Pro only and is equivalent to setting the **WINGDB\_ATTACHPORT** environment variable before starting debug.

If this value is less than **0**, the debug process does not listen for attach requests. Otherwise, the debugger listens on this port whenever the debug process is running without being connected to the IDE, as might occur if it initially fails to connect or if the IDE detaches from the process.

- Set **kSecurityToken** to the security token used to authenticate with the IDE before the debug connection is accepted. This is the value in the **wingdebugpw** file (the portion after the :) in the [Settings Directory](#) for the user that is running the IDE. When this value is **None** the security token is located used **kPWFilePath** and **kPWFileName** as described below.
- Set **kPWFilePath** and **kPWFileName** tell the debugger where to find the security token file required for a debug connection to the IDE to succeed. This is equivalent to setting the environment variables **WINGDB\_PWFILEPATH** and **WINGDB\_PWFILENAME** before starting debug.

**kPWFilePath** should be a Python list of strings containing directory names if set in **wingdbstub.py** or a list of directories separated by the path separator (**os.pathsep**) when sent by environment variable. The string **\$<winguserprofile>** may be used to specify the [Settings Directory](#) for the user that is running the debug process.

**kPWFileName** sets the file name to use for the security token. The default is **wingdebugpw**.

- Set **WINGHOME** to the Wing installation directory (or the name of Wing's **.app** folder on macOS) so that **wingdbstub.py** can find the debugger. This is equivalent to setting the environment variable **WINGHOME** before starting debug.

For Windows and Linux, and for copies of **wingdbstub.py** in a remote agent installation, **WINGHOME** will usually be set automatically during installation. The value may need to be set on macOS, if Wing was installed from the **.zip** installer on Windows or the **.tar** installer on Linux, if running Wing from sources, or if configuring remote debug manually.

Setting any of the above-described environment variable equivalents will override any value given in the **wingdbstub.py** file.

#### 10.1.4. Debugger API

The debugger API controls debugging more closely from your Python code. It is used to control threaded debugging, and to develop support for debugging embedded scripting or other custom environments.

#### High-Level API

To use the high-level API, you must first configure and **import wingdbstub** as described in [Debugging Externally Launched Code](#) for code running on the same host as the IDE, or [Debugging Remotely Launched Code](#) if you are debugging code running on another host:

- **wingdbstub.Ensure(require\_connection=1, require\_debugger=1)** ensures that the debugger is running and connected to the IDE. If **require\_connection** is true, **ValueError** will be raised if a connection to the IDE cannot be made. If **require\_debugger** is true, **ValueError** will be raised if the debugger binaries cannot be found or the debugger cannot be started.

### Low-Level API

The low-level API can be used through **sys.wing\_debugger** (after **import sys**) in debug processes launched from the IDE or those using **wingdbstub**. In the latter case, the same API is available on **wingdbstub.debugger**:

- **SetDebugThreadIds(threads={}, default\_policy=1)** can be used in multi-threaded code to tell the debugger which threads to debug. Set **threads** to a dictionary that maps from thread id, as obtained from **thread.get\_ident()**, or **thread\_id** in the **PyThreadState**, to one of the following values: **0** to run the thread without debug, or **1** to debug the thread and immediately stop it if any thread stops. Set **default\_policy** to the action to take when a thread is not found in the thread map.
- **Break()** pauses the free-running debug program on the current line, as if at a breakpoint.
- **SuspendDebug()** disables debugging, in order to temporarily avoid debug overhead. This leaves the connection to the IDE intact so that resuming is faster.
- **ResumeDebug()** resumes debugging if it has been called as often as **SuspendDebug()**.

Here is a simple usage example:

```
import wingdbstub
a = 1 # This line is debugged
wingdbstub.debugger.SuspendDebug()
x = 1 # This is executed without debugging
wingdbstub.debugger.ResumeDebug()
y = 2 # This line is debugged
```

- **StopDebug()** stops debugging completely and disconnects from Wing. The debug program continues executing in non-debug mode and must be restarted to start debugging again.
- **StartDebug(stophere=0, connect=1)** starts debugging, optionally connecting back to the IDE and/or stopping immediately afterwards. This does not work after **StopDebug()** has been called.
- **ProgramQuit()** may need to be called before the debug program is exited if **kEmbedded** was set to **1** in **wingdbstub.py**. This makes sure the debug connection to the IDE is closed cleanly. See [Debugging Embedded Python Code](#) for details on when this is needed.

## 10.2. Manually Configured Remote Debugging

## Note

### Consider Easier Alternatives

This section describes the complex process of manually configuring remote debugging with **wingdbstub**. This process is much easier in Wing Pro. Before getting started, you may want to take a look at Wing Pro's [Remote Hosts](#) feature.

Another alternative to consider before getting started is installing Wing on the remote host and using remote display of the IDE via Remote Desktop (Windows), Screen Sharing (macOS), or X Windows (Linux/Unix).

### Configuration Steps

1. First set up Wing to successfully accept connections from another process within the same machine, as described in section [Debugging Externally Launched Code](#).
2. Optionally, alter the **Debugger > Listening > Server Host** preference to the name or IP address of the network interface on which the IDE listens for debug connections. The default **All Valid Interfaces** indicates that the IDE should listen on all the network interfaces found on the host.
3. Optionally, alter the preference **Debugger > Listening > Server Port** to the TCP/IP port on which the IDE should listen for debug connections. This value only needs to be changed if multiple copies of Wing are running on the same host.
4. Configure any firewall on the system that Wing is running on to accept a connection on the server port from the system that the debug process will run on, or set up an SSH tunnel as described in [Manually Configuring SSH Tunneling](#).
5. Install Wing's debugger on the machine on which you plan to run your debug program, using one of the methods described in [Manually Installing the Debugger](#).
6. Transfer copies of all your debug code so that the source files are available on the host where Wing will be running and at least the **\*.pyc** files are available on the remote host.

During debugging, the client and server copies of your source files must match or the debugger will either fail to stop at breakpoints or stop at the wrong place, and stepping through code may not work properly.

You will need to use Samba, rsync, sftp, NFS, or some other file sharing mechanism to keep the remote files up to date as you edit them in Wing.

If files appear in different disk locations on the two machines, Wing can automatically discover the mapping if you add all your source files to your project. See [File Location Maps](#) for details.

7. On your remote host, copy **wingdbstub.py** out of the debugger installation and into the same directory as your source files and then add **import wingdbstub** to your Python source, as



described in [Debugging Externally Launched Code](#). You will need to set **WINGHOME** in your copy of **wingdbstub.py** to match the location where you uninstalled the debugger in step (5).

8. In **wingdbstub.py** on your remote host, set **kWingHostPort**. The host in this value must be the IP address of the machine where Wing is running. The port must match the port configured with the **Debugger > Listening > Server Port** preference on the host where Wing is running. If you set up an SSH tunnel in step (4) the host will be **127.0.0.1** and the port will depend on the SSH tunnel that was created.
9. Restart Wing and try running your program on the remote host. You should see the Wing debugger status icon change to indicate that a debug process has attached.

### Example

For an example configuration, see [Manually Configured Remote Debugging Example](#).

### Diagnosing Problems

If you have problems making this work, try setting the **kLogFile** variable in **wingdbstub.py** to log additional diagnostic information.

#### 10.2.1. Manually Configuring SSH Tunneling

If you are manually configuring remote debugging *without* Wing Pro's [Remote Hosts](#) feature, you may find that firewalls get in the way of making a direct connection between the remote host and Wing running locally. The best way around this is to establish an SSH tunnel that forwards network traffic from the remote host to the local host. This also encrypts all your debugger traffic in a secure way.

Doing this does require a working SSH server, but most remote hosts will already have that running. You will also need to set up remote login using SSH first, and in most case add your SSH key to the list of allowed keys on the remote host, so that SSH can login without any password.

Setting up SSH to a remote host is described in detail in [SSH Setup Details](#).

Once that is done, SSH tunneling can be configured as described below.

### Tunneling with OpenSSH

When Wing is running on macOS or Linux, or if you have OpenSSH on Windows provided by cygwin or Git Bash, tunneling can be done as follows from the machine that is running Wing (not the remote host):

```
ssh -N -R 50005:localhost:50005 username@remotehost
```

You'll need to replace **username@remotehost** with the login name and ip address of the remote host.

The **-N** option causes ssh to set up the tunnel but not run any command on the remote host.

The **-R** option sets up a reverse tunnel, which is needed since the debug process initiates the connection back to the IDE. The argument following it indicates that port **50005** should be tunneled from the remote host to **localhost**.

Optionally, an **-f** option could be added just after **ssh** to cause **ssh** to run in the background. Without this option, you can use **Ctrl-C** to terminate the tunnel. With it, you'll need to use **ps** and **kill** to manage the process.

If you also want a login shell on the remote host, use this form instead:

```
ssh -R 50005:localhost:50005 username@remotehost bash
```

### SSH Tunneling with PuTTY

When Wing is running on Windows and you don't have OpenSSH available, **PuTTY** can be used instead to configure an SSH tunnel. This is done on the **Connections > SSH > Tunnels** page in **PuTTY** configuration: Set **Source port** to **50005**, **Destination** to **localhost:50005**, and select the **Remote** radio button, then press the **Add** button. Once this is done the tunnel will be established whenever PuTTY is connected to the remote host.

### Using Different Port Numbers

The above assumes the default configuration, where Wing is listening for connections on port **50005**. If for some reason you can't use port **50005** as the debug port on either machine, this can be changed on the remote host with **kHostPort** in **wingdbstub.py** or with the **WINGDB\_HOSTPORT** environment variable. To change the port the IDE is listening on, use the **Debugger > Listening > Server Port** preference and or **Debug Server Port** in **Project Properties** in Wing.

If this is done, you will need to replace the port numbers in the SSH tunnel invocation in the following form:

```
ssh -N -R <remote_port>:localhost:<ide_port> username@remotehost
```

**<remote\_port>** is the port specified in **kHostPort** or with **WINGDB\_HOSTPORT** environment variable on the remote host, and **<ide\_port>** is the port set in Wing's preferences or **Project Properties**.

On Windows using PuTTY, the **Source port** is the port set with **kHostPort** or **WINGDB\_HOSTPORT** on the remote host, and the port in the **Destination** is the port Wing is configured to listen on.

### 10.2.2. File Location Maps

If you are manually configuring remote debugging without using Wing Pro's **Remote Hosts** feature, and the full path to your source code is not the same on both hosts, then you need to take steps to tell Wing how to determine which local files match those on a remote host.

The easiest way to do this is to add all your source code to the project in Wing. This lets Wing discover all your files, so it can automatically build a file mapping using hashes on their contents of the files. If this works for you, no other configuration is necessary.

### How it Works

Wing uses an SHA1 hash on the first 2MB of every source file that it finds in the project or through static analysis of all imports in your code. This is matched up to hashes obtained from the debug process to establish file identity, and a location map is built up automatically by looking at which directories appear to match on the local and remote side.

If there are multiple identical local files that match a remote file, Wing will notify you and then pick one arbitrarily. This can usually be fixed by removing the unwanted copies of source files from your project and restarting the debug process.

You can turn off Wing's automatic file matching by unchecking the **Debugger > Network > Use Digests To Identify Files** preference and then specifying a file location map manually, as described in the next two sections.

### 10.2.2.1. Manually Configured File Location Maps

If you are manually configuring remote debugging without using Wing Pro's [Remote Hosts](#) feature, and the full path to your source code is not the same on both hosts, and the automated file identification system described in the previous section won't work for your case, then you will need to create a mapping that tells Wing where it can find your source files on each host. This is done with the **Debugger > Network > Location Map** preference, which lists corresponding local and remote directory locations for each remote host's IP address.

Each host IP address in the location map is paired with one or more **(remote\_prefix, local\_prefix)** pairs. The **remote\_prefix** is the full path on the remote host's file system using the file naming conventions for the remote host. The **local\_prefix** is the full path of a local directory, using / forward slash as the separator regardless of which OS Wing is running on (except when specifying UNC style paths on Windows, in which case \ backslash is used).

The best way to understand this is to look at the [Manually Configured Location Map Examples](#).

### SSH Tunnels

When using an SSH tunnel, the IP address entered into the **Location Map** preference is the IP address of the host the IDE is running on, since the IDE thinks the connection is coming from the local host. This is often **127.0.0.1** but on Windows it may instead be the IP address for the host. This depends on the peer ip that is reported on the IDE side for connections opened through the pipe.

### Details and Limitations

If multiple matches are found for a given remote file, Wing uses the most specific match, with the longest remote directory specification. Matches that point to existing local files are preferred over non-existing ones, even if the match is more general.

When running Wing on Windows, UNC formatted file names such as **\\machine\path\to\file** may be used. In cases where setting up a persistent drive mapping is a problem, use a **cmd.exe** script with a **net use** command to map the drive on demand.

Note that making symbolic links on the client or server will not work as an alternative to using this mapping. This is a side-effect of functionality in the debugger that ensures that debugging works

right when symbolic links are present. As a result, source file names are always resolved to their actual full path location.

### Trouble-shooting

When in doubt, an easy way to determine the correct file path to use is to place **assert 0** into a file and refer to the traceback shown in the **Exceptions** tool in Wing when the file is debugged via **wingdbstub**. This can be used to set up the location map correctly, assuming you know the local location of the file.

#### 10.2.2.2. Manually Configured File Location Map Examples

The best way to understand location maps, used for low-level manual configuration of remote debugging, is to inspect a few examples.

### Defaults Explained

The default value for the **Debugger > Network > Location Map** preference contains one entry for **127.0.0.1** where the mapping is set to **Same as localhost**. This treats the full paths to files on both the remote host and local host as identical.

### Two Linux or macOS Hosts

In this example Wing is running on **desktop1** and debugging some code on **server1** with IP address **192.168.1.1**. Files located in **/home/apache/cgi** on **server1** are the same files seen in **/svr1/home/apache/cgi** on **desktop1** because the entire file system on **server1** is being shared via NFS and mounted on **desktop1** under **/svr1**.

To support this example, the following would be added to the location map preference:

```
Remote IP 192.168.1.1 - Remote: /home/apache/cgi, Local: /svr1/home/apache/cgi
```

To enter this change in Wing's preferences, you would add **192.168.1.1** as a new **Remote IP Address**, select **Specify Mapping**, and enter a single mapping with **Remote** set to **/home/apache/cgi** and **Local** set to **/svr1/home/apache/cgi**.

### Two Hosts Using an SSH Tunnel

When using an **SSH tunnel**, the IP address to which you add a mapping is always **127.0.0.1** because the tunnel forwards traffic in such a way that the IDE sees the connection as coming from the local host. The remote and local file paths given are the same as for the other examples given here. For the previous example it would be:

```
Remote IP 127.0.0.1 - Remote: /home/apache/cgi, Local: /svr1/home/apache/cgi
```

### IDE on Linux or macOS with Debug Process on Windows

If you are debugging between two hosts of different type, the native path name format is used for the **Remote** specification and forward slashes are always used for the **Local** specification.

For example, the following entry would be used when running Wing on a Linux or macOS host and the debug process on a Windows host with ip address **192.168.1.1**, where the Linux or OS X

directory **/home/myuser** is being shared via Samba to the Windows machine and mapped to the **e:** drive:

```
Remote IP 192.168.1.1 - Remote: e:\src, Local: /home/myuser/src
```

### IDE on Windows with Debug Process on Linux/Unix

In this example, Wing is running on Windows and the debug process is on a Linux or macOS remote host with IP address **192.168.1.1**. As in the previous example, the Linux or macOS directory **/home/myuser** is being shared via Samba to the Windows machine and mapped to the **e:** drive:

```
Remote IP 192.168.1.1 - Remote: /home/myuser/src, Local: e:/src
```

Note the use of forward slashes in the the **Local** specification even though the file is on a Windows machine.

### Two Windows Hosts

In this example, Wing is running on Windows and the debug process on another Windows machine with IP address **192.168.1.1**. The host where Wing is running has mapped the entire remote host's **c:** drive to **e::**

```
Remote IP 192.168.1.1 - Remote: c:\src, Local: e:/src
```

### Two Windows Hosts using UNC Share

This example is the same as the previous one, except that the UNC style path is used for the host where Wing is running:

```
Remote IP 192.168.1.1 - Remote: c:\src, Local: \\server\share\dir
```

Notice that backslashes are used in the **Local** specification when entering UNC style paths.

### Windows and cygwin

In this example Wing runs on a Windows machine that also has cygwin installed. The cygwin files at **/c/src/test** are the same as the directory **c:\srctest** on the Windows side:

```
Remote IP 127.0.0.1 - Remote: /c/src/test, Local: c:/srctest
```

Notice that the IP address is 127.0.0.1 since cygwin runs on the same machine as Windows.

### macOS Host and Raspberry Pi accessed via SSH Tunnel

In this example, Wing is running on a macOS host that is connected to a Raspberry Pi through an **SSH tunnel**. The files in **/home/pi/** on the Raspberry Pi match those in **/Users/pitest/src/** on the machine where Wing is running:

```
Remote IP 127.0.0.1 - Remote: /home/pi, Local: /Users/pitest/src
```

Notice that because of the use of an SSH tunnel, the remote IP address is reported as 127.0.0.1 and not the IP address of the Raspberry Pi.

### 10.2.3. Manually Configured Remote Debugging Example

#### Note

This example is for manually configured remote debugging only. It is not relevant for users of Wing Pro's [Remote Hosts](#) feature.

Here is a simple example that enables debugging a process running on a Linux host with IP address **192.168.1.200**, using Wing running on a Windows host with IP address **192.168.1.210**.

#### Configuring the Connection

On the Windows host, the following preferences must be specified:

- The **Debugger > Listening > Accept Debug Connections** preference should be enabled
- The **Debugger > Listening > Server Host** preference should be set to **All Interfaces** (this is the default)
- The **Debugger > Listening > Server Port** preference should be set to 50005 (this is the default)

On the Linux host, the following value is needed in **wingdbstub.py**:

```
kWingHostPort='192.168.1.210:50005'
```

Once this is done and Wing has been restarted, you should be able to run code that imports **wingdbstub** on the Linux host and see the debug connection establish on the Windows host.

#### File Sharing and Location Map

Next you will need to set up file sharing between the two machines (for example, with Samba) and then establish a location map in your Wing preferences on the Windows host.

After file sharing has been set up, you can add all your source files to your project, to allow Wing to automatically discover the locations of files on the local and remote host without any other configuration. See [File Location Maps](#) for details.

### 10.2.4. Manually Installing the Debugger

When manually configuring remote debugging with using Wing Pro's [Remote Hosts](#) feature, Wing's debugger must be installed on the remote host. To do that, you can either install Wing on that host, or download the appropriate debugger package from <https://wingware.com/downloads/wing-pro/> and unpack it on the remote host.

#### Compiling from Source

On OSes for which there is no debugger package, choose the closest match and then recompile the debugger core from source code. This option is only available to Wing Pro customers, and requires signing a [non-disclosure agreement](#). The compilation instructions are located in [build-files/README.DBG-SRC.txt](#) inside the debugger source distribution.

### 10.3. Debugging C/C++ and Python Together

Wing's debugger is for Python code only and doesn't itself handle stepping into C/C++. However, you can use Visual Studio, gdb, or another debugger concurrently, in order to debug Python and C/C++ at the same time.

The easiest way to do this is to launch the debug process from Wing, note the process ID shown when hovering the mouse over the bug icon in the lower left of Wing's window, and then attach the C/C++ debugger to that process.

Alternatively, it is also possible to launch the debug process with the C/C++ debugger and then initiate debug as described in [Debugging Externally Launched Code](#).

To debug the C/C++ code you need to be running with a copy of Python compiled from sources with debug symbols. Note that Wing's debugger will be unavailable whenever the C/C++ debugger is paused.

#### 10.3.1. Debugging Extension Modules on Linux/Unix

The first step in debugging C/C++ modules with gdb is to make sure that you are using a version of Python that was compiled with debug symbols. To do this, you need a source distribution of Python and you need to configure the distribution as described in the accompanying [README.rst](#) file.

In most cases, this can be done as follows: (1) Type [./configure](#), (2) type [make OPT=-g](#), and (3) type [make](#). Once the build is complete you can optionally install it with [make install](#) or just run Python in place without installing it.

When this is complete, compile your extension module against that version of Python.

#### Starting Debug

In order to run code both within Wing's Python debugger and gdb, launch your debug process from Wing first, then note the process ID shown in the tooltip that appears when you hover the mouse over the debug icon in the lower left of Wing's main window.

Next, start gdb and type [attach <pid>](#) where [<pid>](#) is replaced with the process ID reported by Wing. This will pause the process as it attaches, which gives you a chance to set breakpoints. When you're ready to continue the process, type [c](#) in gdb.

You are now debugging both at the Python and C/C++ level. You should be able to pause, step, and view data in Wing whenever gdb is not paused. When gdb is paused, Wing's debugger cannot be used until the process is continued at the gdb level.

#### Tips and Tricks

- **Misc/gdbinit** in the Python source distribution contains useful macros for inspecting Python code from gdb. For example, **pystack** will print the Python stack, **pylocals** will print the Python locals, and **pyframe** prints the current Python stack frame. To use it, copy it into your **~/.gdbinit**.
- The following works to view Python data in **PyObject \* obj**:

```
(gdb) p PyObject_Print (obj, stderr, 0)
```

- Breakpoints in a shared library cannot be set until after the shared library is loaded. **^C^C** can be used to interrupt the debug process, set breakpoints, and then continue.
- If **LD\_LIBRARY\_PATH** or other environment is not set as expected, check whether it is set in **.cshrc**. This file is read each time gdb runs so may overwrite your value. To work around this, set **LD\_LIBRARY\_PATH** in **.profile** instead. This file is read only once at login time.

See [Debugging with Gdb](#) for more information.

### 10.4. Debugging Code with XGrab\* Calls

Under X11, Wing does not attempt to break **XGrabPointer** or **XGrabKey** and similar resource grabs when your debug process pauses. This means that X may be unresponsive to the keyboard or mouse or both in some debugging cases.

Here are some tips for working around this problem:

- (1) Most Linux systems offer some way to break through X11 pointer and keyboard grabs.

For example, **X.org** installations define a key symbol that releases all pointer and keyboard grabs. You can map a key sequence to it with **xdotool** as in the following example:

```
xdotool ctrl+alt+n XF86Ungrab
```

- (2) Some toolkits have an option to disable resource grabs specifically to avoid this problem during debugging. For example, PyQt has a command line option **-nograd** that prevents it from ever grabbing the keyboard or pointer. Adding this to the debug process command line solves the problem.

When this option is not available, another option is to move processing into a timer or idle task so it occurs after the grab has been released.

- (3) If all else fails, you can log in remotely, use **ps** to find the debug process, and kill it with **kill** or **kill -9**. This will unlock your X display.

- (4) Setting **DISPLAY** to send your debug process window to another X display avoids tying up Wing in this way. The remote display will release its grabs once you kill the debug process from the IDE.

### 10.5. Debugger Limitations



### Note

If you are having problems getting the debugger to stop at breakpoints or to display source as you step through your code, always read the [Trouble-shooting Failure to Debug](#) section first.

This section documents all known limitations in the debugger implementation. Many of these are extremely rare and esoteric:

(1) Your source files must be stored on disk and accessible to the IDE. If you are trying to debug code fragments, try writing them to disk temporarily and setting the `__file__` variable in the module name space before invoking Python's `exec` or `eval`. This will allow Wing's debugger to map code objects to the source you've temporarily written to disk.

(2) Running without saving will lead to incorrect display of breakpoints and run position because the debug process runs against the on-disk version of the source file. Wing will indicate that some files are out of sync so this case should only occur if you ignore its warnings.

(3) There are several cases where Wing may fail to stop at breakpoints or exceptions, or may fail to find source files. All of these are caused by storage of incorrect file names in `*.pyc` files:

- Moving `*.pyc` files on disk after they are generated invalidates the file name stored in the file if it is a partial relative path. This happens if your `PYTHONPATH` or `sys.path` contains partial relative path names.
- A similar problem may result from use of `compileall.py` and some other utilities that don't record a correct filename in the `*.pyc` file.
- If you run the same code twice using different paths to the same working directory, as is possible on Linux and macOS with symbolic links, the file names left in `*.pyc` may contain a mix of each of these paths. If the symbolic link that was used is subsequently removed, some of the file names become invalid.

The fix for all of these problems is to remove the `*.pyc` files and let Python regenerate them from the corresponding `*.py` files with the correct file name information.

Hint: You can open `*.pyc` files in most text editors to inspect the stored file names.

(4) For code that spends much of its time in C/C++ without calling Python at all, the debugger may not reliably stop at breakpoints added during a run session, and may not respond to **Pause** requests. See [Debugging Non-Python Mainloops](#) for details.

(5) You cannot use `pdb` or other debuggers together with Wing's debugger. The two debuggers conflict because they attempt to use the same debug tracer in the Python interpreter.

(6) If you override `__import__` in your code, you will break the debugger's ability to stop at breakpoints unless you call the original `__import__` as part of your code whenever a module is actually imported. If you cannot call the original `__import__` for some reason, it may be possible to

instead use **wingdbstub** and then call **wingdbstub.debugger.NotifyImport(mod)** from your import handler, where **mod** is the module that was just imported.

(7) If you set **\_\_file\_\_** in a module's name space to a value other than its original, Wing will be unable to stop at breakpoints in the module and may fail to report exceptions to the IDE's user interface.

(8) If you use an extension module to call C/C++ level **stdio** calls instead of using the Python-level facilities, the debug process will remain unresponsive to Wing while waiting for keyboard input, I/O redirection to the **Debug Console** in Wing Pro will fail, and you may run into out-of-order character reads in some cases. Details can be found in [Debug Process I/O](#).

(9) Using partial path names in module **\_\_file\_\_** attributes can in rare cases cause Wing to fail to stop on breakpoints and exceptions, to fail to display source files, or to confuse source files of the same name.

A partial path name may end up in **\_\_file\_\_** only when (a) invoking Python code with a partial path name, for example with **python myfile.py** instead of **python /path/to/myfile.py**, (b) sending partial path names into **exec**, (c) using partial path names in your **PYTHONPATH** or **sys.path**, or (d) using **compileall.py** or similar tool to compile modules with a partial path name.

Because Wing does everything possible to avoid this problem in practice, it actually only occurs in the following rare cases:

- When modules are loaded with partial path names and **os.chdir()** is called before debugging is started. This is only possible when using **wingdbstub**.
- When modules are loaded with partial path names and **os.chdir()** is called after **wingdbstub.debugger.SuspendDebug()** and before **wingdbstub.debugger.ResumeDebug()**.
- When modules are loaded with partial path names and removed from **sys.modules** before the debugger is started or while debugging is suspended.
- When code objects are created on the fly using **compile()** or the C API, a relative filename or an incorrect filename are used for the filename argument, and **os.chdir()** is called before the code is executed.

(10) Wing tries to identify when source code in the IDE matches or does not match the code that is running in the debug process. There are certain very rare cases where this will fail, which may lead to failure to stop on breakpoints and other problems even when files are identified by the IDE as being synchronized:

Using **execfile()**, **eval()**, or **exec** with a globals dict that contains **\_\_file\_\_** will cause Wing to incorrectly assert that the specified file has been reloaded. In practice, this scenario usually occurs when **execfile()** is called from the top level of a module, in which case the module is in fact being loaded or reloaded (so no mis-identification of module load status occurs). However, in cases where a module load takes a long time or involves a long-running loop at the top level, the **execfile()**, **eval()**, or **exec** may occur **after** edits to the module have been made and saved. In this case, Wing will mis-identify the module as having been reloaded with the new edits.

This problem can also be triggered if a **globals** with **\_\_file\_\_** is explicitly passed to **execfile()**, **eval()**, or **exec**. However, it will only occur in this case when the code object file name is **?**, and **locals** and **globals** dictionaries are the same, as they are by default for these calls.

(11) Naming a file **<string>** will prevent the debugger from debugging that file because it is confused with the default file name used in Python for code that is not located in a file.

(12) The debugger may fail to step or start after stopping at a breakpoint if the floating point mode is set to single precision (24 bit) on Intel x86 and potentially other processors. This is sometimes done by graphics libraries such as DirectX or by other code that optimizes floating point calculations.

(13) When using Stackless Python, overriding **stackless.tasklet.\_\_call\_\_** without calling the Wing debugger's **\_\_call\_\_** will break the debugger.

## Source Code Analysis

Many of Wing's features rely on a powerful source code analysis engine that runs in the background as you work. This inspects all the Python code in your project, and all the code that it uses, as found through **import** statements.

The source code analysis engine inspects code using type inference, type annotations, and user-provided interface description files. It also makes use of live runtime state whenever available, by loading and inspecting extension modules, and by introspecting symbols in the context of an active debug process or the integrated **Python Shell**.

### 11.1. How Analysis Works

To analyze your source code, Wing uses the **Python Executable** and **Python Path** that you have specified in your **Project Properties** and any **main entry point**. This environment defines which modules are found by **import** statements and alters some aspects of type inference, according to Python version.

**Show Analysis Stats** in the **Source** menu displays the Python environment that is being used for source code analysis.

Note that this environment is used to analyze *all* files in your project, even if some of them use **Launch Configurations** or **File Properties** to set up a different Python environment for themselves. This is usually OK, but in some cases it may be better to set up a separate project for each Python environment.

Wing's source code analysis process can be summarized as follows:

- To resolve an **import** statement, Wing searches the **Python Path** and same directory for a matching importable module.
- If the module is Python code, Wing runs static analysis on the code to extract information from it.
- If the module is an extension module, Wing looks for a **\*.pi** or **\*.pyi** interface description file, as described later in this chapter.
- If the module cannot be inspected, Wing tries to import it in a separate process space, in order to analyze its contents.
- If a debug process is active, or when working in the **Python Shell**, Wing tries to read relevant type information from the live runtime state associated with the source code

The results of this analysis are **cached on disk** and recomputed only as necessary when the Python environment or code changes.

### 11.2. Helping Wing Analyze Code

There are a number of ways to assist Wing's source code analyzer in determining the type of values in difficult-to-inspect dynamic Python code, C/C++ extension modules, and other code that is resistant to analysis.

### 11.2.1. Setting the Correct Python Environment

The most common reason that Wing fails to provide useful source code analysis is failure to configure **Python Executable** and **Python Path** in **Project Properties**. This is important so that Wing knows which version of Python your code is designed for, and so it can find any modules that are not on Python's default **sys.path**.

In cases where code makes changes to **sys.path** at runtime, it may help to set the file where those changes are made as the **main entry point**. Wing tries to read **sys.path** changes and incorporate them into the Python environment used for source code analysis. If this fails, add the appropriate items to **Python Path** in **Project Properties**.

### 11.2.2. Using Live Runtime State

Running to a breakpoint is a great way to help Wing analyze code. This allows Wing to extract complete and correct type information from the live runtime state, as a supplement to the information found through static analysis. The **auto-completer**, **Source Assistant**, and other tools make use of this information when it is available.

Working in the **Python Shell** also provides access to runtime type analysis.

### 11.2.3. Adding Type Hints

Wing can understand several different kinds of type hints added to Python code.

#### PEP484 and PEP 526 Type Annotations

Adding type hints in the styles standardized by **PEP 484** (Python 3.5+) and **PEP 526** (Python 3.6+) is another way to help Wing understand difficult-to-analyze code.

For example, the following indicates to Wing the argument and return types of the function **myFunction**:

```
from typing import Dict, List

def myFunction(arg1: str, arg2: Dict) -> List:
    return arg2.get(arg1, [])
```

The type of variables can be indicated by a comment that follows an assignment:

```
x = Something() # type: int
```

Or in Python 3.6+ the type can instead be specified inline:

```
x:int = Something()
```

The types that Wing can recognize include basic types like **str** and **int** and also the following from the **typing** module: **List**, **Tuple**, **Dict**, **Set**, **FrozenSet**, **Optional**, and **Union**.

#### Type Hinting with isinstance()

Another way to inform Wing of the type of a variable is to add an **isinstance** call to your code. For example **isinstance(obj, CMyClass)**. This is useful in older Python versions, or when combined with debug-only runtime type checking like **assert isinstance(obj, CMyClass)**.

In cases where doing this introduces a circular import or other problems, use a conditional:

```
if 0:
    import othermodule
    isinstance(obj, othermodule.CMyClass)
```

The source code analysis engine will still pick up on the type hint, even though it is never executed.

### 11.2.4. Defining Interface Files

Creating a **\*.pyi** Python Interface file is another way to describe the contents of a module that Wing has trouble analyzing. This file is simply a Python skeleton with the appropriate structure, call signature, and return values to match the functions, attributes, classes, and methods defined in a module.

Wing reads the **\*.pyi** and merges its contents with any information it obtained through direct inspection of the module. **.pyi** files can use [PEP 484](#) (Python 3.5+) and [PEP 526](#) (Python 3.6+) type annotations, regardless of whether Python 2 or Python 3 is being used.

Wing also supports reading interface files named **\*.pi** but these cannot use PEP 484 or PEP 526 type annotations. The **.pi** extension was used in previous versions of Wing that predated the PEPs. It is still supported but should not be used for newly created interface files.

In some cases, as for Python bindings for GUI and other toolkits, **\*.pyi** or **\*.pyi** files can be auto-generated from interface description files. The code that Wing uses to automatically generate **\*.pi** files from extension modules is in **src/wingutils/generate\_pi.py** in your Wing installation, and another example that is used to generate interface information for PyGTK is in **src/wingutils/pygtk\_to\_pi.py**.

### Naming and Placing \*.pyi Files

Wing expects the **\*.pyi** file name to match the name of the module. For example, if the name referenced by **import** is **mymodule** then Wing looks for **mymodule.pyi**.

The most common place to put the **\*.pyi** file is in the same directory as the **\*.pyd**, **\*.so**, or **\*.py** module it is describing. **\*.pyi** files that describe entire packages (directories containing **\_\_init\_\_.py**) should be placed in the package directory's parent directory.

If Wing cannot find the **\*.pyi** file in the same directory as the module, it proceeds to search as follows, choosing the first matching **\*.pyi** file:

1. In the path set with the **Source Analysis > Advanced > Interface File Path** preference.
2. In the **resources/builtin-pi-files** in the Wing installation. This is used to ship type overrides for Python's builtin types and standard library.
3. In **resources/package-pi-files**, which is used to ship some **\*.pyi** files for commonly used third party packages.

For all of these, Wing inspects the path directory for a matching **\*.pyi** file and treats any sub-directories as packages.

In cases where Wing cannot find a **\*.pyi** at all for a C/C++ extension module, it will still attempt to load the extension module by name, in a separate process space, so that it can introspect its contents. The results of this operation are stored in **pi-cache** within the **Cache Directory** shown in Wing's **About** box. This file is regenerated only if the **\*.pyd** or **\*.so** for the loaded extension module changes.

### Merging \*.pyi Name Spaces

When Wing finds a **\*.pyi** file, it merges the contents of the **\*.pyi** file with any information found by analyzing or introspecting the module itself. The contents of the **\*.pyi** file take precedence when symbols are defined in both places.

### Creating \*.pyi Variants by Python Version

In rare cases, you may need to create variants of your **\*.pyi** files according to Python version. An example of this is in **resources/builtin-pi-files**, the directory used to ship type overrides for Python's builtin types and standard library.

Wing always looks first at the top level of an interface path directory for a matching **\*.pyi** file. If this fails then Wing tries looking in a sub-directory **##** named according to the major and minor version of Python being used with your source base, and subsequently in each lower major/minor version back to **2.0**.

For example, if **c:\share\pi\pi-files** is on the interfaces path and Python 2.7 is being used, Wing will check first in **c:\share\pi\pi-files**, then in **c:\share\pi\pi-files\2.7**. then in **c:\share\pi\pi-files\2.6**, and so forth.

### 11.2.5. Helping Wing Analyze Cython Code

Wing works best with Cython's pure Python mode. In this case, the source code is stored in **.py** files, and source analysis works the same as it does in all other Python files. Debugging also works when the **.py** file is executed directly rather than compiling it. See [Pure Python Mode](#) for details on using Cython this way.

Cython-compiled modules that don't use pure Python mode are inspected in the same way as extension modules, which means that some type information, including name and type of arguments to functions, is unavailable. In that case, **\*.pyi** files may be used to improve Wing's analysis of the interface in the module, as described in [Defining Interface Files](#).

Wing cannot analyze **.pyx** files directly and uses the simplified non-Python completion support when working within those files.

## 11.3. Analysis Disk Cache

The source code analyzer writes information about files it has examined into the **Cache Directory** that is listed in Wing's **About** box, accessed from the **Help** menu.

## Source Code Analysis

Wing does not perform well if the space available for this cache is smaller than the space needed for a single project's source analysis information. This can be solved by increasing the **Source Analysis > Max Cache Size** preference.

The analysis cache may be removed in its entirety by pressing **Clear Cache** next to the preference. Wing will reanalyze your code and recreate the cache as necessary.

If the same cache will be used by more than one computer, make sure the clocks of the two computers are synchronized. The caching mechanism uses time stamps, and may become confused if this is not done.



## Scripting and Extending Wing

Wing Pro and Wing Personal provide an API that can be used to extend the IDE's functionality with scripts written in Python. Scripts add to the IDE's command set, which is accessible from menus, the toolbar, and key bindings.

Wing finds and loads scripts at startup, and reloads them when they are edited within Wing and saved to disk. The API allows scripts to access the editor, debugger, project manager, search tools, source code analysis engine, asynchronous task manager, and a range of other functionality. The scripting API also provides access to all of Wing's [preferences](#) and [commands](#).

Simple scripts can be developed and debugged using error messages displayed in the **Scripts** channel of the **Messages** tool. It is also possible to configure a project that supports auto-completion and integrated documentation for the scripting API, and that allows debugging extension scripts within Wing.

More advanced scripting, including the ability to add new tools, is available as well.

### 12.1. Scripting Example Tutorial

Trying a simple example script is the best way to get started with Wing's scripting API. The following quick tutorial will take you through the process.

#### Creating an Extension Script

User-defined scripts are usually placed inside a directory named **scripts** located inside the [Settings Directory](#). The **scripts** sub-directory needs to be created if it does not already exist.

Try adding a simple script now by pasting the following into a file called **test.py** inside the **scripts** directory:

```
import wingapi
def test_script(test_str):
    app = wingapi.gApplication
    v = "Product info is: " + str(app.GetProductInfo())
    v += "\nAnd you typed: %s" % test_str
    wingapi.gApplication.ShowMessageDialog("Test Message", v)
```

Then select **Reload All Scripts** from the **Edit** menu. This is only needed the first time a new script file is added, in order to get Wing to discover it. Afterward, Wing automatically reloads scripts whenever they are saved to disk from the IDE.

#### Executing the Script

Try executing the script by selecting **Command by Name** in the **Edit** menu. This displays an entry area at the bottom of the window, where you can type **test-script** and then press the **Enter** key. Since the script has an argument without a default value, Wing will collect that in the same entry area at the bottom of the IDE window. Type a string and then press **Enter**. The script will pop up a modal message dialog containing the text that you typed.

Of course this is not how you will usually invoke a script. Instead, scripts be assigned to a key binding or added to a menu, as described in the next section.

Try assigning a key binding now to the command **test-script** with the **User Interface > Keyboard > Custom Key Bindings** preference. For details on adding key bindings in Wing, see [Key Bindings](#).

### Editing the Script

In order to place your script in a new menu in the menu bar, add the following after the function definition:

```
test_script.contexts = [wingapi.kContextNewMenu("Scripts")]
```

As soon as you save this change, a menu **Scripts** should appear in the menu bar with one item **Test Script**. This illustrates how scripts are auto-reloaded as they are saved from Wing. For more information on adding scripts to menus, see [Adding Scripts to the GUI](#).

Next, make an edit to the script that introduces an error into it. For example, change **import wingapi** to **import wingapi2**. Save the script and Wing will show a clickable traceback in the **Scripts** channel of the **Messages** tool.

### Auto-Completion and Integrated Documentation

With some additional configuration, it is possible to enable auto-completion, integrated documentation, and goto-definition for the scripting API. This is done as follows:

- (1) First create a new project from the **Project** menu with the default settings.
- (2) Next locate the **src** directory inside the **Install Directory** shown in Wing's **About box**. This is the directory that contains **wingapi.py**.
- (3) Finally, add the full path of the directory found in step (2) to the **Python Path** in **Project Properties**.

Once this is done auto-completion in the editor, documentation in the [Source Assistant](#), and goto-definition should all work when you **import wingapi** and work with its contents.

### Debugging Extension Scripts

With some additional project setup, it is also possible to debug scripts using Wing. This is a much richer way to develop extension scripts than clicking on tracebacks in the **Messages** tool. See [Debugging Extension Scripts](#) for details.

### Other Example Scripts

Wing ships with many other example scripts. These are in **scripts** inside the **Install Directory** listed in Wing's **About box**. The most relevant examples for simple scripting can be found in **editor-extensions.py**. This shows how to access and alter text in the current editor, among other things.

Other extensions scripts are available in **scripts** in the [contributed extensions repository](#).

## 12.2. Overview of the Scripting Framework

Scripts are Python modules or packages containing one or more Python functions which implement the script's functionality. Any top-level function with a name that starts with a character other than underscore `_` is added to Wing's command set, so it becomes accessible from menus, key bindings, and the toolbar. Scripts can also use the scripting API to hook into IDE functionality in other ways, for example to perform an action every time an editor is saved to disk.

When Wing starts up, it will search for scripts in all directories in the path configured with the **IDE Extension Scripting > Search Path** preference. By default this path contains a directory named **scripts** within the **Settings Directory**. Scripts can also be placed in **scripts** inside the **Install Directory** shown in Wing's **About box**, but this is not recommended since it is harder to manage across updates of Wing.

Scripts can be modules named **\*.py** and packages, which are directories that contain a file named **\_\_init\_\_.py** file and any number of other **\*.py** files or sub-packages. For packages, Wing loads only the modules that are imported in the **\_\_init\_\_.py** file.

Script files within each directory are scanned in alphabetical order. When multiple script-defined commands with the same name are found, the command that is loaded last overrides any loaded earlier under the same name. However, scripts cannot replace internally defined commands, as detailed below.

### Naming Commands

Commands added by scripts can be referred to either by their short name or their fully qualified name (FQN).

The short name of a command is the same as the function name, optionally with underscores replaced by dashes (**cmdname.replace('\_', '-')**).

The FQN of a command always starts with **.user.**, followed by the module name, followed by the short name.

For example, if a function named **do\_it** is defined inside a module named **xpext.py**, then the short name of the command created will be **do-it** and the FQN will be **.user.xpext.do-it**.

### Overriding Internal Commands

Wing will not allow a script to override any of the commands documented in the [Command Reference](#). If a script is named the same as a command in Wing, it can only be invoked using its fully qualified name. This is a safeguard against breaking the IDE by adding a script.

One implication of this behavior is that a script may be broken if a future version of Wing ever adds a command with the same name. This can generally be avoided by using appropriately descriptive and unique names and/or by referencing the command from key bindings and menus using only its fully qualified name.

### Execution Context

## Scripting and Extending Wing

Scripts are run in the same process space as the IDE, using Wing's private Python 2.7 interpreter. Because they are in the same process space, scripts have the potential for breaking the IDE. For example, a script entering into an infinite loop will lock up Wing.

To avoid this, script-provided functionality must be written within the framework for cooperative asynchronous multi-tasking that Wing uses internally. In this approach, lengthy computations are split into small units that are interleaved with the main event loop. This is supported in the scripting API by **InstallTimeout** in **CAPIApplication**. This calls a given function periodically until it is removed with **RemoveTimeout**, until it returns a value where **bool(value)** is **False**, or until the script that installed it is reloaded.

This example implements a command that counts down from 10 in the status area at the bottom of the screen:

```
import wingapi
def start_counting():
    counter = [10]
    def count():
        counter[0] -= 1
        wingapi.gApplication.SetStatusMessage("Time left: {}".format(counter[0]), timeout=1)
        return counter[0]
    wingapi.gApplication.InstallTimeout(1000, count)
```

To interact asynchronously with a sub-process, use this approach in combination with **AsyncExecuteCommandLine\***. Here is an example that runs **ping** for ten seconds and shows status messages at the bottom of the IDE window:

```
import wingapi
import sys
import time
def process_example():
    cmdline = ['ping', '-t', '9', 'wingware.com']
    handler = wingapi.gApplication.AsyncExecuteCommandLine(cmdline[0], None, *cmdline[1:])
    timeout = time.time() + 10
    def poll(timeout=timeout):
        kill = time.time() > timeout
        if kill or handler.Iterate():
            stdout, stderr, err, status = handler.Terminate(kill)
            if kill:
                msg = "Time out"
            elif err is not None:
                msg = "Process failed to start; exit_status={}, errno={}".format(status, err)
            else:
                msg = "Process exited; stdout len={}; stderr len={}".format(len(stdout), len(stderr))
            wingapi.gApplication.SetStatusMessage(msg)
            return False
        else:
            if handler.stdout:
                msg = "Last output line: {}".format(handler.stdout[-1].splitlines()[-1])
            else:
                msg = "No output yet"
            wingapi.gApplication.SetStatusMessage(msg)
            return True
    wingapi.gApplication.InstallTimeout(100, poll)
```

For additional examples, see the **scripts** folder inside the **Install Directory** listed in Wing's **About box**.

## Signals

Another important concept in writing extension scripts is the use of signals to control when script-provided functionality is implemented. Each of the classes in the scripting API provides signals that notify of different events in the user interface. Signals may be connected to handlers that are called when the signal is emitted with the defined set of parameters for that signal.

For example, **CAPIApplication** emits **project-open(filename)** when a new project has been opened. The signal can be connected to a handler function as follows:

```
import wingapi
def _proj_open(filename):
    wingapi.gApplication.SetStatusMessage("Project opened: {}".format(filename))
gSignalID = wingapi.gApplication.Connect('project-open', _proj_open)
```

Once this script is loaded into Wing, **\_proj\_open** will be called every time a new project is opened. This example displays message in the status area at the bottom of the IDE window. The message includes the filename, which is the single parameter sent with this particular signal.

Disconnecting from the signal later would be accomplished as follows for the above example:

```
wingapi.gApplication.Disconnect(gSignalID)
```

Signals for each class are documented in **wingapi.py**. For additional examples, see the **scripts** folder inside the **Install Directory** listed in Wing's **About box**.

## Reloading Scripts

Wing watches script files and automatically reloads them when they are edited inside Wing and saved to disk. The only exception to this occurs when a new script is added. In this case, Wing will not load the new script until **Reload All Scripts** in the **Edit** menu is executed or the IDE is restarted.

Reloading will not work for any file that sets **\_ignore\_scripts** at the top level, or for modules outside of the script path. For details on how reloading works, see [Advanced Scripting](#).

## 12.3. Scripting API

Wing's formal scripting API consists of several parts:

1. The contents of the **wingapi.py** file in **src** inside the **Install Directory** listed in Wing's **About box**. Scripts gain access to the API with **import wingapi**. See the [API Reference](#) for details or work directly with **wingapi.py** as described under *Auto-Completion and Integrated Documentation* in the [Scripting Example Tutorial](#).
2. The portions of the **wingutils.datatype** and **guiutils.formbuilder** modules that are documented in [Argument Collection](#).
3. All of the [documented commands](#) which can be invoked using **ExecuteCommand()** in **wingapi.gApplication**. Keyword arguments can be passed to commands that take them, for example **ExecuteCommand('replace-string', search\_string="tset", replace\_string="test")**

4. All of the [documented preferences](#) which can be read and changed using **GetPreference()** and **SetPreference()** in **wingapi.gApplication**.
5. The standard library modules from Python.

Advanced scripts may also "reach through" the API into Wing internals. However, this requires reading Wing's source code and no guarantee is made that internals will remain unchanged or will change only in a backward compatible manner.

## 12.4. Script Syntax

Scripts are syntactically valid Python with certain extra annotations and structure that are used by Wing to determine which scripts to load and how to execute them.

### 12.4.1. Script Attributes

The scripting API uses function attributes as a way to annotate script functions that define a new command for the IDE. These are used to define the type of arguments the command expects, command availability, the display name and documentation for the command, and the contexts in which the command should be made available in the GUI.

The following function attributes may be set. Each one can be a value or a callable object that returns the value:

**arginfo** defines the argument types for any arguments passed to the command. This is used by Wing to drive automatic collection of argument values from the user. When this is missing, all arguments are treated as strings. See [Argument Collection](#) for details.

**available** defines whether or not the command is available. If missing, the command is always available. If set to a constant, **bool(available)** defines availability of the command. If set to a callable object, it is invoked with the same arguments as the command and the return value determines availability of the command.

**label** provides the label to use when referring to the command in menus and elsewhere. When omitted, the label is derived from the command name by replacing underscores with a space and capitalizing each word (**cmdname.replace('\_', ' ').title()**)

**contexts** lists the GUI contexts the which the command should appear. See [Adding Scripts to the GUI](#) for details.

**doc** is the documentation for the command if for some reason a docstring in the function definition can't be used.

**flags** is a dictionary of options that control behavior of the script. Currently the only option is **force\_dialog\_argentry** which may be set to **True** to collect arguments for the script in a dialog, rather than at the bottom of the IDE window.

**plugin\_override** may be set in scripts that are designated as plugins, in order to indicate that the command should be enabled even if the plugin is not.

The following example uses the above to add a script-defined command to the editor context menu, set the label used in the menu, and indicate when the command is available:

```
import wingapi
def test_script():
    pass
test_script.contexts = [wingapi.kContextEditor()]
test_script.label = "Do Nothing"
def _test_script_available():
    return 1
test_script.available = _test_script_available
```

### Script-Wide Default Attributes

Default values for some of the attributes defined above can be set at the top level of the script file:

**\_arginfo** is the default argument information to use for scripts that don't have an **arginfo** attribute of their own.

**\_available** defines the default availability of scripts without an **available** attribute.

**\_contexts** sets the default GUI contexts into which scripts should be added if they do not have their own **contexts** attribute.

Some additional attributes are also supported, to control how Wing treats the script file as a whole:

**\_ignore\_scripts** can be set to **True** to completely ignore this script file.

**\_i18n\_module** names the **gettext** internationalized string database to use when translating docstrings in this script. See [Internationalization and Localization](#) for details.

**\_plugin** indicates that the script is a plugin that can be selectively enabled and disabled either according to IDE state or by the user in preferences. See [Plugins](#) for details.

### 12.4.2. Adding Scripts to the GUI

Scripts that define a new command for the IDE may add that command to the user interface in various ways. This is done by setting the **contexts** attribute on the function that implements the command.

The following example adds the script-provided command **test-script** to a new menu **Scripts** and the editor's right-click context menu:

```
test_script.contexts = [
    wingapi.kContextNewMenu("Scripts"),
    wingapi.kContextEditor(),
]
```

These contexts are available for script-provided commands:

**kContextNewMenu(title, group=0)** adds an item to a menu in the menu bar. If multiple scripts use the same context, they are all added to the same menu. The required argument **title** specifies the title to use for the menu, and the optional argument **group** is a number that allows separating items in the menu into groups. Groups are created as needed and items are listed in alphabetical order within them.

**kContextEditor()** adds an item to the end of the editor's right-click context menu.

**kContextProject()** adds an item to the end of the project's right-click context menu.

**kContextCommonMenu** adds an item to the end of the common actions item in the top right of Wing's window.

Regardless of whether script-provided command is added to any GUI context, it will always be listed under both short and fully qualified name in the auto-completer for **Command by Name** in the **Edit** menu, and in the **User Interface > Keyboard > Custom Key Bindings** preference.

### 12.4.3. Argument Collection

Commands that are defined in scripts can take arguments, optionally with a default value. Wing can collect any missing arguments for a command invocation by interacting with the user in a dialog or, in some [keyboard personalities](#), in the status area at the bottom of the IDE window.

By default, Wing derives the labels to use for arguments from the argument name and assumes that the argument being collected is a string. When this is not the case, argument type can be specified by setting the **arginfo** function attribute on the script function that defines the command. This uses the **CArgInfo** from **wingapi.py** and the **datatype** and **formbuilder** modules from Wing's internals, as documented below.

#### Example

The following sets up two arguments, one that is a filename, and another that allows selecting from a popup menu:

```
import wingapi
from wingutils import datatype
from guiutils import formbuilder

def test_arg_entry(filename, word):
    wingapi.gApplication.ShowMessageDialog('Choice {}'.format(word), "You chose: {}".format(filename))

_choices = [
    ("Default", None),
    None,
    ("One", 1),
    ("Two", 2),
    ("Three", 3)
]
```

```
test_arg_entry.arginfo = {
    'filename': wingapi.CArgInfo(
        "The filename to enter",
        # The tooltip shown to use over this field
```



```
datatype.CType(''),          # The data type is string
formbuilder.CFileSelectorGui(), # Use a file selection field to collect the value
"Filename:"                  # The field label
),
'word': wingapi.CArgInfo(
    "The word to enter",
    datatype.CType(''),
    formbuilder.CPopupChoiceGui(_choices), # Use a popup menu to collect this value
    "Word:"
)
}
```

### ***CArgInfo***

The arguments used to instantiate a **CArgInfo** instance for the **arginfo** function attribute are:

**doc** sets the documentation string for the argument.

**type** sets the data type, using one of the classes descended from **wingutils.datatype.CTypeDef**. See below for the most commonly used ones.

**formlet** sets the type of GUI formlet to use to collect the argument from the user. This is one of the classes descended from **wingutils.formbuilder.CDataGui**. See below for the most commonly used ones.

**label** sets the label to use for the argument when collected from the user. When this argument is omitted, the label is built from the function name with **cmdname.replace('\_', ' ').title()**.

### ***Commonly Used Types***

The following classes in **wingutils.datatype** cover most cases needed for scripting:

**CBoolean** specifies a boolean. The constructor takes no arguments.

**CType** specifies the type matching one of the parameters sent to the constructor. For example, **CType("")** is a string, **CType(1)** is an integer, and **CType(1.0, 1)** is a float or an integer.

**CValue** restricts a value to one of those passed to the constructor. For example **CValue("one", "two", "three")** allows a value to be either "one", "two", or "three".

**CRange** specifies a numeric range between the first and second argument passed to the constructor. For example, **CRange(1, 10)** allows a value between 1 and 10, inclusive.

Additional types are defined in **src/wingutils/datatypes.py** in the Wing source code, but these are not usually needed in describing scripting arguments.

### ***Commonly Used Interface***

The following classes in **guiutils.formbuilder** cover most of the data collection fields needed for scripting:

**CSmallTextGui** collects a short text string, with history, auto-completion, and other options. The constructor takes the following keyword arguments, all of which are optional:

**max\_chars** sets the maximum allowed text length. Set this to **-1** to allow any length. Default: **80**

**history** is a list of strings for the history, most recent first, that is accessed with the up and down arrow keys. This may be the list or a callable that returns the list. Default: **None**

**choices** is a list of strings with all valid choices, to use in the auto-completer that is shown as the user types. This may be a list or a callable that takes a fragment and returns all possible matches. Default: **None**

**partial\_complete** is set to **True** to only complete as far as the unique match when the **Tab** key is pressed for auto-completion. When set to **False**, all of the currently selected auto-completion match will be entered instead. Default: **True**

**stopchars** is a string of characters that always stop partial completion. For example, **'/'** might be used to prevent completion of an entire url. Default: **''**

**allow\_only** is a list of characters allowed for input. All others are not processed. When this is set to **None**, it allows all characters to be input. Default: **None**

**auto\_select\_choice** is set to **True** to automatically select all of the entry text when browsing on the auto-completer. This is used so that the entry will be erased if any subsequent typing occurs. Default: **False**

**default** is the default value to auto-enter initially. Default: **''**

**select\_on\_focus** can be set to **True** to select any existing text when focus enters the field. Default: **False**

**editable** can be set to **False** to display the field but to prevent editing it. Default: **True**

**selection** can be set to a **(start, end)** tuple to select a range of text in the auto-entered **default** value. If omitted, nothing is selected. Default: **None**

**CLargeTextGui** is an multi-line entry area for longer text strings. The constructor takes no arguments.

**CBooleanGui** is a single checkbox for collecting a boolean value. The constructor takes no arguments.

**CFileSelectorGui** is a keyboard-driven file selector with auto-completion, history, and ability to browse using a standard file dialog. The constructor takes the following optional keyword arguments:

**name\_type** specifies what type of file or directory is being selected: **'existing-file'**, **'existing-dir'**, **'existing-executable-file'**, **'new-dir'**, or **'save-as-file'**

**default** is the default value to pre-fill into the field. Default: **''**

**default\_ext** specifies the default file extension to use. Default: **None**

**filters** is a list of valid file name extensions. For example `['py', 'pyi']` to select either a `*.py` or `*.pyi` file. Default: **None**

**history** can be set to a list of past choices, most recent first, to traverse with the up and down arrow keys. Default: **()**

**tab\_shows\_completer** indicates that pressing the **Tab** key should show the auto-completer. Default: **False**

**hostname** (Wing Pro only) specifies the name of a remote host from which the file or directory should be selected. Default: **"**, which indicates the local host.

**CPopupChoiceGui** is a popup menu to select from a range of values. The constructor takes a list of items for the popup. Each item may be one of:

**None** to insert a divider into the menu

**A string** to insert that value into the menu. The label used in the menu is derived from the value: `label = str(value).replace('_', ' ').title()`

**(value, label)** inserts the value into the menu using the given label.

**(value, label, tooltip)** inserts the value into the menu using the given label and displays the given tooltip when the mouse hovers over the item in the menu.

**CNumberGui** is a small entry area for collecting a number. The constructor takes the following required arguments:

**min\_value** is the minimum allowable value.

**max\_value** is the maximum allowable value.

**page\_size** is the increment to use when the when scroller is used.

**num\_decimals** is the number of decimal places to show. This is set to **0** to collect an integer.

Additional fields for collecting data are defined in `src/guiutils/formbuilder.py` in the Wing source code, but these are not usually needed for scripting.

#### 12.4.4. Importing Other Modules

Scripts can import other modules, including of course **wingapi**, but also Python's standard library, and even modules from Wing's internals.

However, because of the way in which Wing loads scripts, users should generally avoid importing one script module into another. If this is done, the module loaded by the **import** will not be the same as the one loaded by the scripting manager, and two entries in **sys.modules** will result. This happens because Wing uniquifies the module name internally to prevent conflicts between different like-named script modules and/or Wing's internals.

In practice, this is only a problem if data at the top level of the script module is shared in some significant way, so that two loaded copies of the module would be a problem. Be sure to completely understand how modules and import work in Python before importing one script module into another.

### 12.4.5. Internationalization and Localization

String literals and docstrings defined in scripts can be flagged for translation using the **gettext** system. To do this, the following code should be added before any string literals are used:

```
import gettext
_ = gettext.translation('scripts_example', fallback=1).gettext
_i18n_module = 'scripts_example'
```

The string **'scripts\_example'** should be replaced with the name of the **.mo** translation file that will be added to the **resources/locale** localization directories inside the Wing installation.

Subsequently, all translatable strings should be passed to the **\_( )** function as in this code example:

```
kMenuName = _("Test Base")
```

The separate **\_i18n\_module** attribute is needed to tell Wing how to translate docstrings, which cannot be passed to **\_( )**.

The **pygettext.py** script included with Python can be used to extract and merge strings into a **\*.po** file and then convert that file into an **\*.mo** file. See Python's documentation for **gettext** for details.

### 12.4.6. Plugin Extensions

When a script contains the **\_plugin** attribute at the top level, it is treated as a plugin that can enable or disable its extensions as a whole, usually in response to inspecting the current project to determine whether the extensions are suitable for the project. Scripts that act as plugins in this way should not be confused with **IDE Plugins** that extend specific sub-systems of functionality in the IDE in a more structured way.

When **\_plugin** is present, it contains **(name, activator\_cb)** where **name** is the display name of the plugin and **activator\_cb** is a function minimally defined as follows for a plugin that is always enabled:

```
import wingapi
def _activator_cb(plugin_id):
    return True
_plugin = ('myplugin', _activator_cb)
```

**EnablePlugin** may also be called from any other script code, including signal handlers. For example, a script might watch the current project using the **project-open** signal on **CAPIApplication** and enable or disable the plugin based on which project is open:

```

import wingapi

# Activator is needed to store the uniquified plugin_id; start out disabled
_plugin_id = [None]
def _activator_cb(plugin_id):
    _plugin_id[0] = plugin_id
    return False
_plugin = ('myplugin', _activator_cb)

# Watch project and activate plugin based on project name
def _proj_open(filename):
    wingapi.gApplication.EnablePlugin(_plugin_id[0], 'ide' not in filename)
    wingapi.gApplication.Connect('project-open', _proj_open)

```

When a plugin is inactive, its commands are undefined and any menus or menu items it added to the GUI are removed. Plugins may denote particular commands as always available even when the plugin is inactive by setting the `_plugin_override` function attribute to **True**.

If the user disables a plugin in the **Edit** menu, this completely prevents loading the plugin, which overrides `_activator_cb` and any `_plugin_override` attributes for functions that define commands for the plugin.

## 12.5. Debugging Extension Scripts

Wing can debug extension scripts that you develop for the IDE. To do this, you will need to create a new project with **New Project** in Wing's **Project** menu. Select **Use Existing Directory**, enter the full path of Wing's **Install Directory**, as listed in Wing's **About box**, and set **Project Type** to **Custom**. Then press **Next**, select **Use Existing Python**, choose **Command Line** and enter the full path to Wing's Python, which is located under the **Install Directory** as follows:

**macOS:** `Contents/Resources/bin/__os__/osx/runtime-python3.9/bin/python3`

**Linux:** `bin/__os__/linux-x64/runtime-python3.9/bin/python3`

**Windows:** `bin\__os__\win32\runtime-python3.9\bin\python.exe`

Be sure to use the *full path* to the executable and not the above partial paths.

Press **Create Project** in the **New Project** dialog to create the project and save it to disk when prompted or at any time with **Save Project As** in the **Project** menu.

Next navigate to `bootstrap/wing.py` in the **Project** tool, right click on it, and select **Set As Main Entry Point**.

Then set up Wing to run Python in optimized mode, so it can load the precompiled code in your Wing installation, by setting **Python Options** under the **Debug/Execute** tab of **Project Properties** to **Custom** with a value of `-u -O`.

Finally, **on macOS only**, you will need to open **Project Properties** from the **Project** menu, select **Add To inherited environment** under **Environment**, and paste in the following:

```
INSTALLDIR=/Applications/WingPro.app/Contents/Resources
RUNTIMES=${INSTALLDIR}/bin/___os___/osx
QTVERSION=qt5.15
QTRUNTIME=${RUNTIMES}/runtime-${QTVERSION}
SCIRUNTIME=${RUNTIMES}/runtime-scintillaedit-${QTVERSION}
DYLD_LIBRARY_PATH=${QTRUNTIME}/lib:${SCIRUNTIME}/lib
DYLD_FRAMEWORK_PATH=${DYLD_LIBRARY_PATH}
```

If you didn't install Wing in the **/Applications** folder then you will need to edit the first line to specify the correct **Install Dir**. You may also need to adjust the value of **QTVERSION** for your Wing installation.

You should now be able to select **Start/Continue** from the **Debug** menu to start up a copy of Wing in the debugger. Any breakpoints set in scripts that you have added in the **scripts** directory will be reached as you work with the debugged copy of Wing. You will see and can navigate the entire stack, but Wing will not be able to show files for most of Wing's code. If you need to see the source code of Wing itself, you will have to obtain the source code as described in [Advanced Scripting](#).

### 12.6. Advanced Scripting

While Wing's API will remain stable across future releases of the IDE, not all functionality is exposed by the API. Scripts can also be written to reach through Wing's API into internal functionality that may change from release to release, but in most cases stays the same. The most common reason to reach through the API is to add a new tool panel to Wing.

An example of this can be seen in the disabled **pylintpanel.py** script, which is located in the **scripts** directory inside the **Install Directory** listed in Wing's **About box**.

#### *Working with Wing's Source Code*

More advanced scripts like those that define a new tool are easier to develop if Wing is run from its source code, usually as a debug process that is controlled by another copy of Wing.

To obtain Wing's source code, you must have a valid license to Wing Pro and must fill out and submit a [non-disclosure agreement](#). Once this is done, you will be provided with access to the source code and further instructions.

#### *How Script Reloading Works*

Advanced scripters working outside of the API defined in **wingapi.py** should note that Wing only clears code objects registered through the API. For example, a script-added timeout (using **CAPIApplication.InstallTimeout()** method) will be removed and re-added automatically during reload, but a tool panel added using Wing internals will need to be removed and re-added before it updates to run on altered script code. In some cases, when object references from a script file are installed into Wing's internals, it will be necessary to restart Wing.

Script files that define **\_no\_reload\_scripts** at the top level of the module will never be reloaded or unloaded. Files that define **\_ignore\_scripts** or that exist outside of the script path are also never reloaded.

Here is how reloading works:

1. All currently loaded script files are watched so that saving the file from an editor will cause Wing to initiate reload after it has been saved.
2. When a file changes, all scripts in its directory will be reloaded.
3. Wing removes all old scripts from the command registry, unregisters any timeouts set with **CAPIApplication.InstallTimeout()**, and removes any connections to preferences, attributes, and signals in the API.
4. Next **imp.find\_module** is used to locate the module by name.
5. Then the module is removed from **sys.modules** and reloaded using **imp.find\_module** and a module name that prepends **internal\_script\_** to the module name, in order to avoid conflicting with other modules loaded by the IDE.
6. Wing executes the top level of the module as normal when importing a module in Python. This may cause signal connections and other calls to the API to occur.
7. If module load fails due to an error in the code, any timeouts or other connections registered by the module during partial load are removed and the module is removed from **sys.modules**.
8. If the module contains **\_ignore\_scripts**, then any timeouts or other connections are removed and scripts in the file are ignored.
9. Otherwise, Wing adds all the script-defined commands in the module to the command registry and loads any sub-modules in the same way, if the module is a package with **\_\_init\_\_.py**.

Note that reloading is by design slightly different than Python's builtin **reload()** function: Any old top-level symbols are blown away rather than being retained. This places some limits on what can be done with global data: For example, storing a database connection will require re-establishing the connection each time the script is reloaded.

### 12.7. API Reference

This chapter documents the scripting API available in **src/wingapi.py** inside the **Install Directory** listed in Wing's **About box**. To use the API, add **import wingapi** to the top of your script.

#### Note

This documentation is also available interactively in the **Source Assistant** if a project is set up as described as described in *Auto-Completion and Integrated Documentation* in the [Scripting Example Tutorial](#).

See also the examples **scripts** directory in the **Install Directory**.

### 12.7.1. API Reference - Utilities

#### **A Note on Filenames**

File names in the API may either be the name of a local file on disk or a URL for untitled or remote files.

#### **IsUrl(filename)**

Tests whether the given **filename** is a URL. Use this on filenames obtained from the API to determine how to treat them.

When this returns **False**, the **filename** is a local file name.

Otherwise, the **filename** is a URL in the one of the following forms:

- Untitled buffers use filenames starting with **unknown:** For example, **unknown:untitled-1.py** and **unknown:Scratch** both refer to an unsaved file.
- Remote files and directories use filenames in the form **ssh://hostname/path/to/item** where **hostname** is the **Identifier** in a [Remote Host](#).

### 12.7.2. API Reference - Application

#### **Class CAPIApplication**

API for the top-level of IDE functionality. This should be accessed through **wingapi.gApplication**.

#### **Signals**

A callback can be connected to the following signals using **Connect(signal, cb)**:



**destroy**: The application is closing. Calls **cb(app:CAPIApplication)**

**editor-open**: An editor was opened. Calls **cb(editor: CAPIEditor)**

**document-open**: A document was opened. Note that several editors may share a document. Calls **cb(doc:CAPIDocument)**

**project-open**: A project was opened. Calls **cb(filename:str)**

**project-close**: A project was closed. Calls **cb(filename:str)**

**active-editor-changed**: Active editor has changed. Calls **cb(editor:CAPIEditor)**

**active-window-changed**: Active window has changed. The window is None if Wing is no longer at front. Calls **cb(window\_name:str)**

**perspective-changed**: Current perspective has been changed. Calls **cb(perspective\_name:str)**

**python-runtime-changed**: The effective Python version or installation being used by the currently open project has changed. Calls **cb()**.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### ***Top-level Settings and Environment***

#### **CAPIApplication.GetProductInfo()**

Returns the current Wing version, update, product code, product name, and release date.

If the full version of Wing is 1.2.3.4 then version will be '1.2.3' and update will be '4'. If the current version is a pre-release then update may be prepended with one letter as follows:

```
'a': alpha release
'b': beta release
'c': release candidate
```

The valid product codes and names are:

```
0x00000001 'Personal'
0x00000002 'Professional'
0x00000008 '101'
```

Example return values:

```
('5.1.3', '2', 0x00000002, 'Professional', 'Mar 17, 2014')
('7.0.0', 'a1', 0x00000001, 'Personal', 'Aug 1, 2018')
```

#### **CAPIApplication.GetWingHome()**

Returns the Install Directory from which Wing is running.

#### **CAPIApplication.GetUserSettingsDir()**

Returns the active [User Settings](#) directory.

#### **CAPIApplication.GetStartingDirectory(force\_local=True)**

Get the most logical starting directory to use when browsing for files or directories. This varies based on the focus and selection on the user interface. When **force\_local** is True, only a local starting directory is returned. Otherwise a starting directory on a remote host may be returned as a URL in the form **ssh://hostname/path/to/dirname**, where **hostname** is the **Identifier** of a [Remote Host](#). Use **IsUrl** to distinguish urls from directory names.

#### **CAPIApplication.FindPython()**

Find the default Python interpreter that Wing will use if none is specified with **Python Executable** in **Project Properties**. Wing tries looking for it as follows:

On Linux:

- Try **python** in the current environment
- Search **PATH** for **python\*** (such as **python2.7** or **python3.7**)
- As a last resort, use the last known working Python if there was one

On macOS:

- Use **/Library/Frameworks/Python.framework/Versions/Current/bin/python** if it exists and is valid
- Search as for Linux

On Windows:

- Try **python** in the current environment
- Look for the latest version in the registry using the keys **HKEY\_CURRENT\_USER\SOFTWARE\PYTHON\PYTHONCORE\#. #\INSTALLPATH** and **HKEY\_LOCAL\_MACHINE\SOFTWARE\PYTHON\PYTHONCORE\#. #\INSTALLPATH**
- As a last resort, use the last known working Python if there was one

**Return Value:** the full path to the interpreter. The value is validated in that the interpreter is actually executed and `sys.executable` is returned.

NOTE: This call will ignore versions of Python that Wing does not support.

#### **Command Execution**

These methods are used to execute IDE commands that are documented in the [Command Reference](#).

#### **CAPIApplication.CommandAvailable(cmd, \*\*args)**

Check whether a command is available for execution.

The **cmd** can be the name of a command in Wing's [Command Reference](#), or the name of a command added by an extension script.

Any arguments are passed as keyword arguments using the documented argument names for the command being invoked. In most cases the value of optional arguments won't affect command availability, so they may usually be omitted.

### **CAPIApplication.ExecuteCommand(cmd, \*\*args)**

Execute a command with the given keyword arguments.

The **cmd** can be the name of a command in Wing's [Command Reference](#), or the name of a command added by an extension script.

Any arguments are passed as keyword arguments using the documented argument names for the command being invoked.

To execute an external command or command line, use **ExecuteCommandLine**, **AsyncExecuteCommandLine\***, or **ExecuteOSCommand** instead.

## ***Asynchronous Timeouts***

### **CAPIApplication.InstallTimeout(timeout, fct)**

Install a function to be called as a timeout after a given number of milliseconds. The function is called repeatedly at the given interval until its return value evaluates to **False** or **None**.

Returns a **timeout\_id** that may be sent to **RemoveTimeout** to remove the timeout prematurely.

Note that the timeout will be removed if its script module is reloaded, in order to avoid calling old byte code. For this reason, script modules must reinstall timeouts during initialization.

### **CAPIApplication.RemoveTimeout(timeout\_id)**

Remove a timeout previously installed with **InstallTimeout**.

## ***Access to Key Objects***

### **CAPIApplication.GetActiveWindow()**

Get the internal name of the currently active window. This is **None** if no window in Wing has the focus.

### **CAPIApplication.GetActiveEditor()**

Get the currently active **CAPIEditor** or **None** if no editor has the focus.

### **CAPIApplication.GetActiveDocument()**

Get the **CAPIDocument** for the currently active editor, or **None** if no editor has the focus.

### **CAPIApplication.GetCurrentFiles()**

Get a list of the the currently selected files. The list returned depends on the current focus and selection in the user interface. Files may be selected in the current editor, or in the **Project**, **Source Browser**, and other tools.

Returns a list of full path filenames for the file or files, or **None** if none are selected.

For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

### **CAPIApplication.GetCurrentSourceScopes()**

Get the current source scopes, including file name, line number, and Python scope name. The value returned depends on the current focus and selection in the user interface. Source scopes may be selected in the current editor, or in the **Project**, **Source Browser**, or other tools.

Returns **None** if nothing is selected or a list of scopes, each of which is a list that contains a filename, a line number (0=first), and zero or more source symbol names indicating the nested scope that the user has selected.

For example, if **Class1.Method1** on line **120** of the file **/x/y/z.py** is selected, the return value would be:

```
[["/x/y/z.py", 120, "Class1", "Method1"],]
```

Line **1** is used without any source symbols to indicate the whole file is selected. The following would be returned if multiple items in the **Project** or **Open Files** tools are selected:

```
[["/x/y/a.py", 1], ["/a/b/z.py", 1]]
```

For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

### **CAPIApplication.GetAnalysis(filename)**

Get a **CAPIStructuralAnalysis** object for the given Python file.

### **CAPIApplication.GetAllFiles(visible\_only=False, sticky\_only=False)**

Get a list of the full path names of all currently open files, whether or not a **CAPIDocument** object or editor has been created for them.

Optionally filter the result to omit non-visible files or those that are opened in non-sticky transient mode. See [Transient Non-Sticky Editors](#) for details.

For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

### **CAPIApplication.GetOpenDocuments()**

Get all currently open **CAPIDocument** objects. This includes only those documents that have already been shown in an editor, since documents are not created until they need to be shown.

Note that this may also include documents active for searching or source analysis, for which no editor is open.

#### **CAPIApplication.InspectFiles(filenamees, result\_cb, force=False)**

Inspect all the given files, where filenamees is a list of full path filenames or **ssh://** urls for remote files. When all inspections are complete, result\_cb(exc, result) is called where **exc** is True if inspection failed and otherwise **result** is a dictionary from each filename/url to a named tuple containing:

modtime -- modification time or None if it does not exist readable -- True if disk permissions allow reading the file directory writable -- True if disk permissions allow writing to the file or directory  
bytecount -- For files, the size of the file files -- For directories, the names of any files in the directory  
dirs -- For directories, the name of any child directories

Set force=True to force inspection without using cached values.

#### **CAPIApplication.ReadFile(filename, result\_cb, encoding=None)**

Read from the given filename, which may either be a full path for a local file or an **ssh://** url for a remote file.

Calls **result\_cb(err, content, encoding)** with the result of the read where **err** is an error if one occurred or None otherwise, **content** is the contents of the file, and **encoding** is the encoding that was used when reading the file.

The **encoding** may optionally be set explicitly; otherwise it is inferred from the contents of the file, previously made user settings, and the default encoding for the host where the file resides.

To read a binary file, set **encoding='binary'**. In that case the **content** passed to **result\_cb** is **bytes** and not **str**.

#### **CAPIApplication.WriteFile(filename, data, result\_cb, encoding='utf-8', ensure\_dir=False)**

Write to the given filename, which may either be a full path for a local file or an **ssh://** url for a remote file.

Calls result\_cb(err) with the result of the operation, where **err** is None on success or otherwise a string describing the error.

The **encoding** may be set explicitly; otherwise it is inferred from the contents of the file, previously made user settings, and the default encoding for the host where the file resides.

To write a binary file, set **encoding='binary'** and pass data as **bytes** and not **str**.

Set **ensure\_dir=True** to case creation of the enclosing directories before write the file, if they do not yet exist.

#### **CAPIApplication.GetProject()**

Get the currently open **CAPIProject**. Returns **None** if no project is open.

#### **CAPIApplication.NewProject(completed\_cb, failure\_cb=None)**

Create a new project. **complete\_cb** is called with no arguments when the new project has been created and opened and **failure\_cb** is called with no arguments if the user cancels closing the current project.

### **CAPIApplication.GetDebugger()**

Get the **CAPIDebugger** singleton, for access to debugger functionality.

### **CAPIApplication.ShowTool(name, flash=True, grab\_focus=True)**

Show the given tool in the user interface. The most recently used instance of the tools is shown, or a new instance is created at its default location.

The **name** can be one of:

'project', 'browser', 'batch-search', 'interactive-search', 'source-assistant', 'debug-data', 'debug-stack', 'debug-io', 'debug-exceptions', 'debug-breakpoints', 'debug-console', 'debug-watch', 'debug-modules', 'python-shell', 'about', 'messages', 'help', 'indent', 'bookmarks', 'testing', 'open-files', 'os-command', 'snippets', 'diff', 'uses', 'refactoring', 'code-warnings'

The tool title is flashed if **flash** is **True** and focus is moved to the tool if **grab\_focus** is **True**.

### **CAPIApplication.OpenURL(url)**

Open the given URL with an external viewer.

## **Manage Windows**

### **CAPIApplication.CreateWindow(name)**

Create a new window with given internal name. The window is initially blank. Use **OpenEditor()** with the given name to fill it.

### **CAPIApplication.CloseWindow(name, allow\_cancel=True)**

Close the window with given internal name, and all the editors in it. When **allow\_cancel** is **False**, the window is closed without prompting to save any changes made there.

## **Manage Editors**

### **CAPIApplication.OpenEditor(filename, window\_name=None, raise\_window=False, sticky=True)**

Open the given file into an editor.

If the **window\_name** is given, the editor opens into the window with that internal name. Otherwise the most recently visited window is used. If **window\_name** is not the name of an existing window, a new window is created with that name.

The window is not brought to the front unless **raise\_window** is **True**.

Set **sticky** to **False** to cause Wing to auto-close the editor when hidden and more than the configured number of non-sticky editors is open. See [Transient Non-Sticky Editors](#) for details.

Returns the **CAPIEditor** or **None** if opening the file failed.

Note that the file may open under a different name if symbolic links exist.

**CAPIApplication.ScratchEditor(title='Scratch', mime\_type='text/plain', raise\_window=False, raise\_view=True, sticky=True, window\_name=None)**

Create a scratch editor with the given title and mime type. The document can be edited but will never be marked as changed or requiring a save to disk. However, it can be saved with **Save As** if desired.

If **title** contains **%d**, a sequence number will be inserted automatically.

**mime\_type** sets the file type to use. Use **text/x-python** for Python.

The window is raised only if **raise\_window** is True.

The view is brought to front within the window only if **raise\_view** is True.

Set **sticky** to **False** to cause Wing to auto-close the editor when hidden and more than the configured number of non-sticky editors is open. See [Transient Non-Sticky Editors](#) for details.

If the **window\_name** is given, the editor opens into the window with that internal name. Otherwise the most recently visited window is used. If **window\_name** is not the name of an existing window, a new window is created with that name.

Returns the **CAPIEditor** or **None** if the scratch buffer failed to create.

**CAPIApplication.GetMimeType(filename)**

Get the mime type Wing is using for the given filename, based on the file name, contents, and **Files > File Types > Extra File Types** preference.

### ***Clipboard***

**CAPIApplication.SetClipboard(txt)**

Store the given text to the clipboard. The text should be a utf-8 string or unicode object.

**CAPIApplication.GetClipboard()**

Get the text currently on the clipboard, as a unicode string.

### ***Application State***

**CAPIApplication.GetVisualState(errs=[], style='all')**

Get the application's visual state.

The **style** of the state may be one of:

'all' to capture all of the application visual state

'tools-and-editors' to capture which tools are visible, the overall layout of the windows, and which editors are open (but not details like scroll positions, selection, or current search string)

'tools-only' to capture only which tools are visible and the overall layout of the windows (but not which editors are open).

Returns an opaque dictionary with the state, for later use with **SetVisualState**.

Any errors encountered are added to **errs** as strings.

#### **CAPIApplication.SetVisualState(state, errs=[])**

Restore saved application state, as previously obtained from **GetVisualState**. Any errors encountered are added to **errs** as strings.

### **Preferences**

#### **CAPIApplication.GetPreference(pref)**

Get the value of the given preference.

The **pref** argument should be the fully qualified name of the preference, as given in the [Preferences Reference](#).

#### **CAPIApplication.SetPreference(pref, value)**

Set value for the given preference.

The **pref** argument should be the fully qualified name of the preference, as given in the [Preferences Reference](#).

The **value** must conform to the documentation for the preference.

#### **CAPIApplication.ConnectToPreference(pref, cb)**

Connect to the given preference so that the given callback is called whenever the value of the preference changes.

The **pref** argument should be the fully qualified name of the preference, as given in the [Preferences Reference](#).

**cb** is called with no arguments. It may obtain the new value of the preference with **GetPreference**.

The callback will be uninstalled automatically if the caller's script is reloaded.

Returns a signal id that can be used with later **DisconnectFromPreference**.

#### **CAPIApplication.DisconnectFromPreference(pref, id)**

Disconnect a preference value callback.

The **pref** argument should be the fully qualified name of the preference, as given in the [Preferences Reference](#).



**id** is the signal id that was returned from **ConnectToPreference**.

### **CAPIApplication.ShowPreference(prefname)**

Show the given preference by name in the preference manager dialog.

**prefname** should be the fully qualified name of the preference, as given in the [Preferences Reference](#).

### **Messages and Status**

#### **CAPIApplication.ShowDialog(title, text, checks=[], buttons=[('OK', None)], modal=True)**

Display a message dialog to the user with the given **title** and **text**.

If **checks** is non-empty it contains a list of **(label, default, callback)** tuples for extra check boxes to add below the message and above the buttons. The callback is called with the label and check state immediately when the checkbox is used.

Set **buttons** to a list of **(label, action)** pairs to override the default of a single **OK** button. The button action can be **None** to simply close the dialog or it can be a callable taking no arguments that returns **True** to prevent closing of the dialog or **False** to allow it to close when the button is pressed.

The dialog is modal unless **modal** is set to **False**.

#### **CAPIApplication.SetStatusMessage(text, timeout=5)**

Display a transient status message in the status area at the bottom of the IDE window. The message persists for the given **timeout** (in seconds) or until another status message is shown.

#### **CAPIApplication.ClearStatusMessage()**

Clear the status message area at the bottom of the IDE window to blank.

### **Sub-Process Control**

#### **CAPIApplication.ExecuteCommandLine(cmd, dirname, input, timeout, env=None, bufsize=100000, return\_stderr=False, encoding=...)**

Run a command line synchronously until it completes.

**cmd** can either be a command line (as a string) or a list containing the executable and any arguments.

The command is run in the directory specified by **dirname**.

**input** is any text to send to the sub-process, or **None** to send nothing.

**timeout** sets the maximum number of seconds to wait for the command to complete.

Unless **env** is given, the command is run in the environment configured in the current project. Otherwise, **env** should be in the same form as **os.environ**.

The **bufsize** is used for the I/O buffer to the sub-process, as follows: If < 0, system default is used; if 0, I/O is unbuffered; if 1, line buffering is used if the OS supports it; if >1, the buffer is set to that number of bytes.

When **return\_stderr** is **True**, both **stderr** and **stdout** are returned. Otherwise only **stdout** is returned.

The **encoding** is the encoding used to encode / decode text sent / received from the child command. It defaults to the default OS Commands encoding; use **encoding=None** to disable encoding / decoding and return bytes instances with the command output.

Returns (**err**, **output\_txt**) where **err** is one of:

```
0 -- Success
1 -- Command could not be launched
2 -- Command timed out
```

And **output\_txt** is either a string containing **stdout** or, a tuple (**stdout**, **stderr**) (when **return\_stderr** was set to **True**).

Use **AsyncExecuteCommandLine** to avoid locking up Wing while the command runs, or to access process exit status.

**CAPIApplication.AsyncExecuteCommandLine(cmd, dirname, \*args, encoding=...)**

Run the given command asynchronously in the given directory.

**cmd** contains the executable to run, either the full path or the name on the **PATH**.

Additional command line arguments are passed as extra parameters via **args**.

The **encoding** is the encoding used to encode/decode text sent or received from the child command. It defaults to the default OS Commands encoding; use **encoding=None** to disable encoding/decoding and return bytes instances with the command output.

Returns a handler instance that is used asynchronously to monitor the progress of the command and to obtain its output and exit status. This can be placed into a timeout function installed with **InstallTimeout**. For example:

```
handler = wingapi.AsyncExecuteCommandLine('ls', '/path/to/dir', '-al')
def watch():
    if handler.Iterate():
        stdout, stderr, err, exit_status = handler.Terminate()
        print "Done"
        print stdout
        return False
    else:
        print "Start time (relative to time.time()):", handler.time
        print "Iteration #", handler.count
        print "Output so far: %i characters", len(handler.stdout)
        return True
wingapi.InstallTimeout(500, watch)
```

Be sure that the timeout function returns **True** until the handler has completed, so that the timeout is called again and **Terminate** is eventually called.

The return values from **Terminate** are as follows:

```
stdout      -- The text received from child process stdout
stderr      -- The text received from child process stderr
err         -- Error code if execution failed, or ``None`` on success
exit_status -- Exit status of the child process, or ``None`` if it was
              never launched or could not be determined
```

The environment specified in the project is used for the sub-process. Use **AsyncExecuteCommandLineE** to specify a different environment.

To send input to the sub-process, use the **handler.SendToChild()** method. The signature of the method is **WriteToChild(self, s, flush=True, close\_after=False)**: and the flush and close\_after arguments control whether to stream to the child will be flushed and closed after writing. The string passed will be encoded unless it is a bytes instance. Some processes wait for the pipe to be closed before continuing.

**CAPIApplication.AsyncExecuteCommandLineE(cmd, dirname, env, \*args, encoding=...)**

Same as **AsyncExecuteCommandLine** but accepts also the environment to send into the debug process.

**CAPIApplication.AsyncExecuteCommandLineEB(cmd, dirname, env, bufsize, \*args, encoding=...)**

Same as **AsyncExecuteCommandLineE** but accepts also the I/O buffer size: if < 0, system default is used; if 0, I/O is unbuffered; if 1, line buffering is used if the OS supports it; if >1, the buffer is set to that number of bytes. To pass the project-defined environment to this call, use **CAPIProject.GetEnvironment**.

**CAPIApplication.GetExecutionTarget()**

Get the default execution target for commands run by the IDE with **CreateChildProcess()**. This is determined by the Python Executable setting in Project Properties. Returns one of:

**('host', host\_id)** -- Runs the command on the remote host configuration with given host\_id or the local host when host\_id is "

**('container', container\_id)** -- Runs the command on the given container configuration.

**('cluster', cluster\_id, service, in\_cluster)** -- Runs the command on the given cluster service, either in-cluster or in a synthesized out-of-cluster instance of the given cluster service.

Note that remote hosts, containers, and clusters are only available in Wing Pro.

**CAPIApplication.CreateChildProcess(args, terminated\_cb, io\_cb=None, target=None, env=None, dirname=None, separate\_stderr=True, timeout=None, encoding='utf-8')**

Create a child process that runs asynchronously and communicates with the caller through the given callbacks.

**CreateChildProcess()** is a more flexible replacement for the **AsyncExecute\*** and **Execute\*** API calls, with support for executing commands on a remote host, container, or cluster service, as well as the local host.

### Arguments

**args** is a list that contains all the arguments for the child process, including the executable name or path as the first list item.

**terminated\_cb(timeout, exc, exit\_code)** is called when the process exits. If the process timed out then **timeout** is set to **True**. When the process failed to start, **exc** is set to a string describing the reason for failure. Otherwise, **exc** is **None** and **exit\_code** contains the exit code given by the child process (usually 0 indicates success and other codes indicate failure, but this is defined by the implementation of the child process)

**io\_cb(stdout, stderr)** is called (if given) with any output from the child process. If output to **stderr** and **stdout** is not being kept separate, all output will be reported through the first argument. The output is a string or bytes, depending on the value for **encoding** (see below).

**target** indicates where the command should be run. When this is **None**, it is the host or container used by the current project's **Python Executable**. Otherwise, see `GetExecutionTarget()` for allowable values.

**env** is a dictionary containing the environment to use, or **None** for the default environment on the selected target.

**dirname** is the starting directory for the process, or **None** to use the default for the selected target.

**seperate\_stderr** is **True** when **stderr** output should be kept separate from **stdout**.

**timeout** is the time in seconds after which the command should automatically be terminated, or **None** not to terminate. The **encoding** is the encoding used to encode/decode text sent or received from the child command. Use **None** to disable encoding/decoding. When an encoding is given, output returned from the process will be in **str** instances. When **None** is used, output is instead returned as **bytes**.

### Return Value

**GetChildProcess** returns a process control instance with the following available methods:

**GetOutput()** -- returns all the output seen so far from the child process. The output is a string unless an output encoding was given using the **encoding** argument to `CreateChildProcess()`.

**GetStdErrOutput()** -- like **GetOutput()** but returns all the **stderr** output seen so far from the child process. This should only be called when **seperate\_stderr** was set to **True** when calling **CreateChildProcess()**.

**\_SendInputToChild(text, close)** -- Sends the given text to the child process, optionally closing the socket after doing so.

**GetExitCode()** -- Gets the child process exit code, or **None** if the process is still running.

**Kill()** -- Terminates the child process.

These methods can only be called before **terminate\_cb** exits. After that the process control instance is destroyed and may no longer be used.

### ***Sub-Process Control with OS Commands***

**CAPIApplication.AddOSCommand(cmd, dirname, env, flags, \*args)**

Add the given command line to the **OS Commands** tool. The **cmd** can be the whole command line as a list, or just the executable if its arguments are passed through **args**.

**dirname** can be **None** to indicate using the project-defined default starting directory.

**env** can be **None** to use the project defaults, or a dictionary to add values to the project-defined environment.

**flags** is a dictionary containing zero or more of the following:

**title**: The display title for the command Default: same as **cmd** argument.

**hostname**: The name of the configured remote host to run on, or "" to indicate local host. Default: **None** which indicates that project settings will be used.

**io-encoding**: Encoding name for I/O (such as utf-8). Default: **None**

**key-binding**: Textual representation of key binding to assign (such as "Ctrl-X Ctrl-Shift-T"). Default: **None**

**raise-panel**: **True** to raise the OS Commands tool when this command is executed. Default: **True**

**auto-save**: **True** to auto-save files before executing the command. Default: **False**

**pseudo-tty**: **True** to use a Pseudo TTY for the command. Default: **False**

**line-mode**: **True** to set buffering to line mode. Default: **False**

Returns the internal command ID for the added command.

This adds a **Command Line** style OS Command. Adding **Python File** and **Named Entry Point** style OS Commands is not supported by the API.

**CAPIApplication.RemoveOSCommand(cmd\_id)**

Remove an OS Command.

**cmd\_id** is the internal command ID returned from **AddOSCommand**.

The command is terminated first if it is currently running.

### **CAPIApplication.ExecuteOSCommand(cmd\_id, show=True)**

Execute the given command in the **OS Commands** tool, using the internal command ID returned from previous call to **AddOSCommand**.

If **show** is True then the **OS Commands** tool will be shown. Otherwise, the tool is shown only if the command was configured to always show the tool when executed.

### **CAPIApplication.TerminateOSCommand(cmd\_id)**

Terminate an OS Command if it is currently running.

**cmd\_id** is the internal command ID returned from **AddOSCommand**.

## ***Scripting Framework Utilities***

### **CAPIApplication.ReloadScript(module)**

Reload the script file(s) associated with the given module or filename.

### **CAPIApplication.EnablePlugin(plugin\_id, enable)**

Enable to disable a plugin.

This may be called from plugins that auto-enable in response to signals, to indicate whether the plugin should be active or not.

Note that the user can override the plugin-determined state to either set a plugin as always enabled or never enabled, either in preferences or in project properties.

Returns **True** if the plugin was enabled, False if not.

## **12.7.3. API Reference - Editor**

API support for the editor has two parts:

(1) **CAPIDocument** is used to access the buffer that contains the text for one or more editors. Multiple editors may share a single buffer, and buffers are also used for search or source analysis operations.

(2) **CAPIEditor** is used to access a single editor in the user interface, with a single file open in it. Each editor tab in Wing is a separate editor.

### ***Class CAPIDocument***

API to access an open editor document. This class should not be instantiated directly. Use the methods on **CAPIApplication** and **CAPIEditor** instead.

A single document may be shared by multiple open editors, and/or search and static code analysis tasks.

The document uses an internal utf-8 encoded buffer and positions returned from methods or used as arguments are positions in that utf-8 buffer. However, text is returned as a str instance, which is not utf-8 encoded just like all other Python 3 str instances. Because of this, the len() of the str instances returned may not be equal to the len() of the internal utf-8 buffer.

## Signals

A callback can be connected to the following signals using **Connect(signal, cb)**:

**destroy**: The document is closing. Calls **cb(doc:CAPIDocument)**.

**modified**: The document's text has been modified. Calls **cb(insert:bool, pos:int, length:int, text:str, lines\_added:int)** where:

**insert** is **True** if text was inserted and **False** if text was deleted.

**pos** is the position of the change.

**length** is the length of text affected.

**text** is the text that was inserted or deleted.

**lines\_added** is the number of lines added.

**presave**: The document is about to be saved to disk. Calls **cb(filename:str, encoding:str)** where **filename** and **encoding** are **None** if the document-specified location and encoding will be used. The callback may make changes to the buffer if desired, though this is best avoided if **filename** is not **None**.

**save-point**: The document has entered or left a save point, where it matches the copy that was read from or written to disk. Calls **cb(save\_point:bool)** where **save\_point** is **True** if a save point was reached and **False** if leaving the save point.

**filename-changed**: The filename for this document has changed. Calls **cb(old\_name:str, new\_name:str)** where **old\_name** and **new\_name** are full paths.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

## General Access

### **CAPIDocument.GetMimeType()**

Get the mime type for this document, as determined by file name, contents, and **Files > File Types > Extra File Types** preference.

### **CAPIDocument.GetFilename()**

Get the file name this document. For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

### **CAPIDocument.GetEditors()**

Get all existing editors for this document. This may be an empty list if the document is only open for searching or static analysis.

### **Buffer Access**

#### **CAPIDocument.GetText()**

Get the document's contents as a string

#### **CAPIDocument.SetText(txt)**

Set the document contents, replacing any existing content. The **txt** must be either a unicode string or utf-8 encoded text.

#### **CAPIDocument.DeleteChars(start, end)**

Delete characters in given range, including the character starting at the **end** offset. The offsets are utf-8 offsets.

#### **CAPIDocument.InsertChars(pos, txt)**

Insert characters at the given position. The **txt** must either be an unicode string or utf-8 encoded bytes instance. The pos is the offset in the internal utf-8 encoded buffer.

#### **CAPIDocument.GetLength()**

Get the total length of document's utf-8 buffer.

#### **CAPIDocument.GetLineCount()**

Get the total number of lines in the document.

#### **CAPIDocument.GetCharRange(start, end)**

Get the text in the given range as a string. The offsets are relative to the utf-8 encoded buffer. Note that the string returned will be a str instance and its len() may not equal end - start

#### **CAPIDocument.GetLineNumberFromPosition(pos)**

Get the line number (0=first) at the given position in the utf-8 encoded buffer

#### **CAPIDocument.GetLineStart(lineno)**

Get the character position for the start of the given line number (0=first). The offset is relative to the utf-8 encoded buffer.

#### **CAPIDocument.GetLineEnd(lineno)**

Get the character position for the end of given line number (0=first). The offset is relative to the utf-8 encoded buffer.

#### **CAPIDocument.GetAsFileObject()**

Get the document's contents in a file-like object with read() and readline() methods. Both methods return str instances

### **Undo/Redo**

#### **CAPIDocument.BeginUndoAction()**



Mark the start of an undoable action group. All edits between this call and **EndUndoAction** will be undone in a single **undo** operation.

It is critical to call **EndUndoAction** at the end of the action or the user will experience undos that span many more edits than intended. Use try/finally to guarantee this as follows:

```
doc.BeginUndoAction()  
try:  
    # edits here  
finally:  
    doc.EndUndoAction()
```

### **CAPIDocument.EndUndoAction()**

Mark the end of an undoable action group.

### **CAPIDocument.CanUndo()**

Check whether undo is available.

### **CAPIDocument.CanRedo()**

Check whether redo is available.

### **CAPIDocument.Undo()**

Undo one edit action in the document.

### **CAPIDocument.Redo()**

Redo edits previously undone with **Undo**.

## ***Saving***

### **CAPIDocument.Save(filename=None)**

Save the document to disk. If a file name is given, a copy is saved there without altering the document's primary file.

### **CAPIDocument.IsSavePoint()**

Check whether the buffer matches its file on disk. Returns **True** if it does.

## ***Class CAPIEditor***

API to access an editor. This class should not be instantiated directly. Use the methods on **CAPIApplication** instead.

## **Signals**

A callback can be connected to the following signals using **Connect(signal, cb)**:

**destroy**: The editor has been destroyed. Calls **cb(editor:CAPIEditor)**.

**selection-changed**: The current selection has changed. Calls **cb(start:int, end:int)** with the new selection, relative to the utf-8 contents of the **CAPIDocument**.

**selection-lines-changed:** The starting and/or ending line for the selection has changed. In Python files this is *not* emitted when the selection moves to a new physical line within the same logical line of code. Calls **cb(first\_line, last\_line)** with the new first and last lines (0=first line in file).

**scrolled:** The editor view has scrolled. Calls **cb(top\_line)** with the new first visible line (0=first line in file).

**visible-lines-changed:** The range of visible lines has changed. Calls **cb(top\_line, bottom\_line)** with the new top and bottom lines (0=first line in file).

**readonly-edit-attempt:** An edit was attempted and rejected on a readonly file. **Calls cb()** without arguments.

**data-entry-stopped:** Data entry mode has stopped. Calls **cb(data\_entry\_id)** where **data\_entry\_id** is the ID returned from **StartDataEntry**.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### **General Access**

#### **CAPIEditor.IsReadOnly()**

Check whether the editor is readonly. Returns **True** or **False**.

#### **CAPIEditor.SetReadOnly(readonly)**

Set whether or not the editor is read-only. **readonly** should be **True** or **False**.

#### **CAPIEditor.GetDocument()**

Get the **CAPIDocument** object being shown in this view.

### **Selections**

#### **CAPIEditor.GetSelection()**

Get **(start, end)** for the selection on the editor. **start** is always less than **end**. The offsets are relative to the utf-8 encoded text in the editor's **CAPIDocument**.

#### **CAPIEditor.GetSelectedDottedName()**

Get **(dotted\_name, lineno)** for the current selection on the editor. The dotted\_name may be a simple symbol like 'text', an expression like 'modname.classname.attrib', or None if no dotted name is found at the current selection position.

#### **CAPIEditor.GetAnchorAndCaret()**

Get the current selection anchor and caret position. The anchor may come after the caret position if the user has selected backwards in the text. The offsets are relative to the utf-8 encoded text in the editor's **CAPIDocument**.

### **CAPIEditor.SetSelection(start, end, expand=1)**

Set the selection on the editor, optionally expanding any folded parts to show the selection. **start** is the selection anchor and **end** is the caret position. The anchor can be before or after the caret. Does not alter scroll position. Offsets are relative to the utf-8 encoded text in the editor's **CAPIDocument**.

### **CAPIEditor.GetClickLocation()**

Get the offset in the utf-8 encoded text buffer for the last mouse click on the editor.

### **CAPIEditor.GetSourceScope()**

Get the current source scope, based on position of selection or insertion caret.

Returns **None** if nothing is selected or a list that contains a filename, a line number (0=first), and zero or more source symbol names indicating the nested scope that the user has selected.

For example:

```
[ "/x/y/z.py", 120, "Class1", "Method1" ]
```

For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

## ***Scrolling and Visual State***

### **CAPIEditor.GetFirstVisibleLine()**

Get the line number of the first visible line (0=first in file) on screen in this editor.

### **CAPIEditor.GetNumberOfVisibleLines()**

Get the number of visible lines on screen for this editor.

### **CAPIEditor.ScrollToLine(lineno, select=0, pos='slop', store\_history=1, callout=0)**

Scroll so that given line (0=first) or selection is visible in the editor.

**select** can be one of:

**0** to make no changes in selection.

**1** to select the whole line.

**2** to place the caret at the start of the line.

**(start, end)** to select the given character range, relative to the utf-8 buffer for the editor. In this case, **lineno** may be set to **-1** to compute the line number from the selection.

**pos** can be one of:

**slop** to ensure visibility without a specific position.

**center** to always center the line on the display.

**top** to always position the line at the top of the display.

Only **center** and **top** will work if the editor has not yet been shown.

Set **store\_history** to **False** to avoid remembering the current editor position in the visit history.

Set **callout** to **True** to briefly display a callout to highlight the given text selection.

**CAPIEditor.GetVisualState(errs=[], style='all')**

Get the current visual state of the editor, including scroll position, selection, and so forth.

The **style** of the state may be one of:

'all' to capture all of the application visual state

'tools-and-editors' to capture which tools are visible, the overall layout of the windows, and which editors are open (but not details like scroll positions, selection, or current search string)

'tools-only' to capture only which tools are visible and the overall layout of the windows (but not which editors are open).

Returns an opaque dictionary with the state, for later use with **SetVisualState**.

Any errors encountered are added to **errs** as strings.

**CAPIEditor.SetVisualState(state)**

Restore a visual state previously obtained with **GetVisualState**.

### ***Folding***

**CAPIEditor.FoldingAvailable()**

Check whether folding is available and enabled on this editor.

**CAPIEditor.FoldUnfold(fold\_check\_cb)**

Folds or unfolds all the fold points, as determined by the given call back, which returns 1 to expand, 0 to collapse, and -1 to leave a fold point untouched. If the callback is not a callable, all the folds are either expanded or collapsed according to the value of **bool(fold\_check\_cb)**.

Returns a list of lineno's that were folded and a list of line numbers (0=first) that were expanded.

### ***Indentation***

**CAPIEditor.GetTabSize()**

Get the effective tab size for this editor, as determined by the contents of the file and indentation preferences.

**CAPIEditor.GetIndentSize()**

Get the indent size for this editor, as determined by the contents of the file and indentation preferences.

### **CAPIEditor.GetIndentStyle()**

Get the predominant indent style used in this file. Returns one of: 1 -- spaces only 2 -- tabs only 3 -- mixed tabs and spaces

### **CAPIEditor.SetIndentStyle(style)**

Set the indent style to use in this editor. This should only be used on an empty file or to force indent style regardless of existing file content (not a good idea with Python files).

### **CAPIEditor.GetEol()**

Get one end-of-line that matches the content of this editor. Returns one of: `"\n"`, `"\r"`, or `"\r\n"`.

### **Command Execution**

These methods execute editor commands documented in the **Active Editor Commands** section of the [Editor Commands](#) reference.

### **CAPIEditor.CommandAvailable(cmd\_name, \*\*args)**

Check the whether an editor command is available for execution with the given arguments. Arguments may be omitted if they don't affect command availability, which most don't.

The available commands for an editor are documented in the **Active Editor Commands** section of the [Editor Commands](#) reference.

### **CAPIEditor.ExecuteCommand(cmd\_name, \*\*args)**

Execute the given command in the editor. Any command arguments are passed on the command line via **args**. This is used to execute commands in an editor even if it does not have focus.

The available commands for an editor are documented in the **Active Editor Commands** section of the [Editor Commands](#) reference.

### ***Snippets and Data Entry mode***

#### **Class CAPIEditor.CAPIFieldMetaData**

Stores meta data for fields used with the **meta\_data** argument for **StartDataEntry** and **PasteSnippet**, in order to control how fields are filled and visited.

Available keywords arguments for the constructor are:

**auto\_enter\_from** specifies the field index (0=first) from which data for this field should be auto-entered, rather than allowing the user to type into the field. This is used for fields that appear several times. Default: **-1**, which indicates no auto-entering for the field.

**force\_tab\_stop** may be set to **True** to force including the field as a tab stop even if it is auto-entered from another field. This allows the user to change the auto-entered value. Default: **False**

**skip\_tab\_stop** is set to **True** to skip this field when traversing fields. This is useful for placing a marker that is tracked during editing but not visited as a tab stop. Default: **False**

For example to auto-enter a value from field 3:

```
meta = CAPIFieldMetaData(auto_enter_from=3, force_tab_stop=True)
```

### **CAPIEditor.PasteSnippet(txt, fields, auto\_terminate=False, meta\_data={})**

Paste a utf-8 text snippet into the editor and place the editor into inline data entry mode. Snippet syntax is documented in [Snippet Syntax](#).

The **txt** is the text to paste.

**fields** provides the (**start**, **end**) offsets within that text for fields the user can enter or alter.

Set **auto\_terminate** to stop data entry mode when the last field is reached.

To control behavior of the fields, set **meta\_data** to a dictionary from field index (0=first) to **CAPIEditor.\_CAPIFieldMetaData**.

### **CAPIEditor.StartDataEntry(fields, active\_range=(0, -1), goto\_first=True, auto\_terminate=False, meta\_data={})**

Start inline data entry mode so the user can use the **Tab** and **Shift-Tab** keys to move between data fields inline in the editor.

**fields** is a list of (**start**, **end**) positions where the fields are located, in tab traversal order.

**active\_range** indicates the range of text within which the data mode will exist. Data entry terminates if the caret moves outside of this range or if the user presses **Esc**. The default range of **(0, -1)** indicates the entire document.

When **goto\_first** is set, the first field in the tab sequence will become the current selection.

Set **auto\_terminate** to stop data entry mode when the last field is reached.

To control behavior of the fields, set **meta\_data** to a dictionary from field index (0=first) to **CAPIEditor.\_CAPIFieldMetaData**.

Returns **None** if data entry failed to start or otherwise a unique ID for the data entry action.

This may be invoked recursively so that another data entry action is used to fill in a field of a previously created data entry action.

### **CAPIEditor.StopDataEntry()**

Exit inline data entry mode. If **StartDataEntry** was recursively invoked then the innermost data entry action is exited.

### **CAPIEditor.ActiveDataEntry()**

Get the id of the active data entry action, or **None** if there is none.

## **Utilities**

### **CAPIEditor.GrabFocus()**

Set keyboard focus on this editor.

### **CAPIEditor.SendKeys(keys)**

Send a string of one or more keys to the editor so they are processed as if they were typed by the user. Key processing includes any auto-editing, auto-indentation, etc.

## **12.7.4. API Reference - Project**

### **Class CAPIProject**

API to access the project. This class should not be instantiated directly. Use **CAPIApplication.GetProject()** instead.

### **Signals**

A callback can be connected to the following signals using **Connect(signal, cb)**:

**destroy**: The project is closing. Calls **cb(proj:CAPIProject)**.

**files-added**: Files have been added. Calls **cb(filenamees)** where **filenamees** is a list of full paths. File names starting with **ssh:** are on a remote host. Use **IsUrl** to distinguish between urls and local file names.

**files-removed**: Files have been removed. Calls **cb(filenamees)** where **filenamees** is the same as for the **files-added** signal above.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### **Project Contents**

#### **CAPIProject.GetAllFiles()**

Returns a list of all the full path filenames in this project.

File names starting with **ssh:** are on a remote host. Use **IsUrl** to distinguish between urls and local file names.

#### **CAPIProject.GetAllDirectories(top\_only=False)**

Get list of full path names for all directories in this project.

If **top\_only** is **True**, only top-level directories are returned.

Directory names starting with **ssh:** are on a remote host. Use **IsUrl** to distinguish between urls and local file names.

#### **CAPIProject.AddFiles(files)**

Add the files with given full path filenames to the project.

#### **CAPIProject.RemoveFiles(files)**

Remove the given full path filenames from the project.

**CAPIProject.AddDirectory(dirname, recursive=True, filter='', include\_hidden=False, watch\_disk=True, excludes=())**

Add the given directory to the project, given its full path name.

When **recursive** is **True**, all children, grand-children, etc, are also added.

The **filter** specifies which files to display.

Set **include\_hidden** to **True** to show also hidden files like **.name**, **\*pyc**, and **\*~**.

Set **watch\_disk** to watch the disk for changes and update the **Project** tool accordingly.

Set **excludes** to a list of relative path names from **dirname** for files to explicitly exclude from the display.

If the directory is already in the project this call will replace it properties according to the arguments.

**CAPIProject.RemoveDirectory(dirname)**

Remove the given directory, and any recursively added sub-directories, from the project.

### *Project Properties*

**CAPIProject.GetEnvironment(filename=None, set\_pypath=True, overrides\_only=False)**

Get the runtime environment for the given debug file in the context of this project. This is determined by overriding the environment inherited at startup with any values set in **Project Properties** and **File Properties**.

If the given **filename** is **None**, only the project-wide settings are used.

If a **Python Path** is set in **Project Properties** and **set\_pypath** is **True**, it is added to the environment as **PYTHONPATH**, overwriting any **PYTHONPATH** in the inherited environment.

When **overrides\_only** is **True**, this call only returns the environment that is configured for the given file (or project-wide if **filename** is **None**) and not inherited environment values. This result can be used as the basis for calling **SetEnvironment**.

**CAPIProject.ExpandEnvVars(txt, filename=None)**

Expand **\$(envname)** and **\${envname}** style environment variables within the given text in the context of the environment returned by **GetEnvironment(filename, set\_pypath=False)**.

**CAPIProject.SetEnvironment(filename, base, env={})**

Set the runtime environment for debugging or executing the given file or for the project as a whole if **filename** is **None**.

The argument **base** indicates which base environment the given environment should modify:

**'startup'**: Modify startup environment

**'project'**: Modify the project environment (not a valid value when **filename** is **None**)



In either case, the given **env** is applied to the selected base environment by removing any keys with empty values and adding/updating any keys with non-empty values. If the order of the environment keys is important, use `collections.OrderedDict` for the value of this argument.

If **PYTHONPATH** is included in the environment, it is stored in (or cleared from) the **Python Path** property in **Project Properties** or **File Properties** and not the **Environment** property.

Using **SetFileLaunchConfig** and related API is preferable when **filename** is not **None**.

#### **CAPIProject.GetPythonExecutable(filename)**

Get the Python executable set for the given file or the project as a whole if the **filename** is **None**.

Returns **None** if using the inherited value, which is the project-wide value for a file, and the default found Python for a project (when **filename** is **None**). The default Python can be determined with **CAPIApplication.FindPython**.

**GetFileLaunchConfig** and related API is preferable when **filename** is not **None**.

The executable can be on a remote host, in which case this function returns a value in the form **ssh://hostname/** where **hostname** is the **Identifier** of the **Remote Host** that specifies which Python to use.

The executable may be a command that activates a virtualenv or other environment. In this case, the value returned is in the form **env://command\_line**.

If executable includes arguments, spaces within arguments are managed by escaping them with or by delimiting arguments with quotes.

#### **CAPIProject.SetPythonExecutable(filename, executable)**

Set the Python executable to use when debugging or executing the given file. The filename may be **None** to set the project-wide **Python Executable**. The executable may be **None** to use the project-wide value or default found Python.

The executable can be a url in the form **ssh://hostname/** (without any additional url path) to use the Python specified by the **Remote Host** for **hostname**. In this case, if a non-**None** filename is given it must also be a file on that remote host, using a url in the form **ssh://hostname/path/to/file.py**.

The executable may be a command that activates a virtualenv or other environment, in which case it is in the form **env://command\_line**.

If the executable includes arguments, spaces within the command line must be managed by escaping them with or delimiting arguments with quotes.

Using `SetFileLaunchConfig()` and related API is preferable when **filename** is not **None**.

#### **CAPIProject.GetPythonExecutableProperties(executable=None)**

Get information about the default Python executable or a given Python executable. If the executable argument is **None**, the default executable for the project will be used; otherwise the argument is a str in the same format as for `SetPythonExecutable`.

On success, the return value is a dictionary containing the following values:

fullpath : The full path to the interpreter's 'python.exe' or 'python' version : The Python version in  
#.#.# form prefix : The value of sys.prefix baseprefix : The value of sys.base\_prefix pypath : The  
builtin Python Path (an item set to None indicates current directory) keywords : The keywords in  
this Python version builtins : The builtins in this Python version

Each of these values is None if the executable was not found or is invalid.

If the interpreter has not yet been inspected then None is returned instead of a dictionary. In this case, an inspection is launched and this method may be called again later to obtain the values.

#### **CAPIProject.GetInitialDirectory(filename)**

Get the initial directory for debugging the given file. The **filename** may be **None** to set the project-wide setting. Returns **None** when using the startup directory.

Using **GetFileLaunchConfig** and related API is preferable when **filename** is not **None**.

#### **CAPIProject.SetInitialDirectory(filename, dirname)**

Set the initial directory to use when debugging the given file. The **filename** may be **None** to set the project-wide setting. The **dirname** may be **None** to use the startup directory.

Using **SetFileLaunchConfig** and related API is preferable when **filename** is not **None**.

#### **CAPIProject.GetMainEntryPoint()**

Get the full path for the main entry point for this project. This returns a string in the form **"entry:name"** if the main entry point is a **Named Entry Point**, or **None** if there is none, in which case debugging and execution start with the current editor file.

#### **CAPIProject.SetMainEntryPoint(filename)**

Set the main entry point for this project. Pass in a full path, a string in the form **"entry:name"** to use a **Named Entry Point**, or **None** to unset the main entry point so that debugging and execution start with the current editor file.

#### **CAPIProject.SetDebugChildProcesses(enable=True)**

Enable or disable child process debugging in this project. Set **enable** to **True** to always debug child processes, **False** to never debug child processes, and **None** to refer to the **Debugger > Processes > Debug Child Processes** preference.

### **Launch Configurations**

#### **CAPIProject.GetLaunchConfigs()**

Get a list of the internal IDs for all the defined **Launch Configurations** in the project.

#### **CAPIProject.CreateLaunchConfig()**

Create a new **Launch Configuration**. Returns the launch configuration's internal ID.

#### **CAPIProject.GetLaunchAttrib(launch\_id, attrib, include\_hostname=False)**

Get a **Launch Configuration** attribute.

**launch\_id** is the internal launch configuration ID.

**attrib** is the attribute to get, which may be one of the following. The return value varies in type, according to which attribute was retrieved:

**name**: The display name of the launch configuration.

**runargs**: The run arguments as a string.

**rundir**: (**which**, **value**) where **which** is one of **'project'** to use the project-defined value, **'default'** to use the directory of the file being launched, or **'custom'** to use the specified string **value**.

**env**: (**which**, **env**) where **which** is one of **'project'** to use the project-defined value, **'merge'** to use env to add/remove from the project-defined value, **'default'** to use the startup environment, or **'custom'** to use **env** to add/remove from the startup environment. **env** is a list of **var=value** strings where **value** can be blank to remove the named **var** from the modified environment.

**buildcmd**: (**which**, **value**) where **which** is one of **'project'** to use the project-defined value, **'default'** to use no build command, or **'custom'** to use the specified value, which is the OS Command internal ID for a build command defined with **CAPISApplication.AddOSCommand** or by the user in the **OS Commands** tool.

**pyexec**: (**which**, **pyexec**) where **which** is one of **'default'** to use the project-defined value, or **'custom'** to use given **pyexec** string. When arg **include\_hostname** is **True**, this is instead in the form (**which**, (**hostname**, **pyexec**)) where **hostname** is **"** to indicate localhost.

**pypath**: (**which**, **value**) where **which** is one of **'project'** to use the project-defined value, **'default'** to use the startup value, or **'custom'** to use the specified **value**, which is a list of strings.

**pyrunargs**: (**which**, **value**) where **which** is one of **'project'** to use the project-defined value, **'default'** to use **'-u'**, or **'custom'** to use the specified string value

**shared**: **True** or **False**, to indicate whether the launch configuration is shared between all projects.

Any string value can contain environment variable references in the form **\${ENVNAME}** or **\$(ENVNAME)**.

Raises **KeyError** if the specified launch configuration does not exist.

Compatibility note:

In Wing 6+ the **pyexec** attribute stored by Wing internally changed from (**which**, **pyexec**) to (**which**, (**hostname**, **pyexec**)) where **hostname** is **"** for localhost. Set **include\_hostname=True** to receive that form in the return value.

In Wing 6+ the `pypath` attribute stored by Wing internally changed from a string with `os.pathsep` delimiter to a list of strings.

#### **CAPIProject.SetLaunchAttrib(*launch\_id*, *attrib*, *value*)**

Set a single [Launch Configuration](#) attribute.

**launch\_id** is the internal launch configuration ID to modify.

See **GetLaunchAttrib** for the valid attribute names and values. It is up to the caller to validate the values specified.

Raises **KeyError** if the specified launch configuration does not exist.

#### **CAPIProject.DeleteLaunchConfig(*launch\_id*)**

Delete the given [Launch Configuration](#). Any files or [Named Entry Points](#) that reference the configuration will revert to using the project-defined environment.

#### **CAPIProject.GetFileLaunchConfig(*filename*)**

Get the internal ID of the [Launch Configuration](#) used by default with the given filename. Returns **None** if the project-wide configuration is being used.

#### **CAPIProject.SetFileLaunchConfig(*filename*, *launch\_id*)**

Set the default [Launch Configuration](#) to use with the given file.

**filename** is the full path of the file or a URL in form `ssh://hostname/path/to/file.py` for remote files, where **hostname** is the **Identifier** of a [Remote Host](#).

**launch\_id** is the internal launch configuration ID.

#### **CAPIProject.ClearFileLaunchConfig(*filename*, *runargs*)**

Clear the default [Launch Configuration](#) for the given file so that launching the file will use the project-defined environment and the given **runargs**.

**filename** is the full path of the file or a URL in form `ssh://hostname/path/to/file.py` for remote files, where **hostname** is the **Identifier** of a [Remote Host](#).

**runargs** are the run arguments to use, as a string.

### ***Named Entry Points***

#### **CAPIProject.GetNamedEntryPoints()**

Get a list of names for all the defined [Named Entry Points](#) in the project.

#### **CAPIProject.CreateNamedEntryPoint(*name*)**

Create a new [Named Entry Point](#). Raises **KeyError** if the name already exists.

#### **CAPIProject.GetNamedEntryPointAttrib(*name*, *attrib*)**

Get an attribute for the given [Named Entry Point](#). The valid attribute names are as follows. The return value varies in type, according to which attribute is being retrieved:

**filename:** The Python file to launch. This is the full path or a URL in the form `ssh://hostname/path/to/file.py` for remote files where **hostname** is the **Identifier** of a **Remote Host**.

**runargs:** The command line arguments to use when the named entry point's **launch-id** is **None**. This value can contain environment variable references in the form `${ENVNAME}` or ``$(ENVNAME)``.

**launch-id:** The internal ID of the **Launch Configuration** to use, or **None** to use the project-defined environment with the command line arguments in the **runargs attribute**.

**key-binding-debug:** The key binding for debugging the Launch Configuration. See **Key Names** for details on valid key names.

**key-binding-execute:** The key binding for executing the Launch Configuration.

**auto-show:** **True** when the named entry point dialog should be shown automatically before launching.

Raises **KeyError** if the named entry point does not exist.

#### **CAPIProject.SetNamedEntryPointAttrib(name, attrib, value)**

Set a **Named Entry Point** attribute. **name** is the entry point's name.

See **GetNamedEntryPointAttrib** for the valid attribute names and values. It is up to the caller to validate the values specified.

Raises **KeyError** if the named entry point does not exist.

#### **CAPIProject.DeleteNamedEntryPoint(name)**

Delete the given **Named Entry Point**.

Attributes

Use these to store information in a project file.

#### **CAPIProject.GetAttribute(attrib\_name, filename=None)**

Get the value for given named attribute previously set with **SetAttribute**.

If **filename** is not **None**, the attribute is a per-file attribute for the given file. Otherwise, it's a project-wide attribute.

Raises **KeyError** if the attribute is not defined.

#### **CAPIProject.SetAttribute(attrib\_name, value, filename=None)**

Set value for the given attribute. This is used to store data in the project file. Attributes may either be associated with the project as a whole or with a particular file.

**attrib\_name** is the attribute name, which can be any string containing letters, numbers, and dashes.

The **attrib\_name** is uniquified internally to avoid conflicts between scripts. If this is not desired, so that other scripts can also access the attribute, prefix the **attrib\_name** with ' '.

If **filename** is not **None**, the attribute is a per-file attribute. Otherwise, it's a project-wide attribute.

### **Utilities**

#### **CAPIProject.GetFilename()**

Gets the filename where the project is stored, as a full path. Returns the **\*.wpr** file's name. If the project is a shared project, a file **\*.wpu** in the same directory will also exist and contain user-specific project state.

For untitled or scratch buffers, the file name is prefixed with **unknown:**. For remote files, the file name will be a URL. Use **IsUrl** to distinguish between file names and URLs.

#### **CAPIProject.GetSelectedFile()**

Returns the full path filename of the currently selected file on the **Project** tool, or **None** if there is no selection.

File names starting with **ssh:** are on a remote host. Use **IsUrl** to distinguish between urls and local file names.

### **Run Arguments**

#### **CAPIProject.GetRunArguments(filename)**

Get the run arguments for debugging the given file, or "" if there are none. The **filename** should not be **None**.

The value returned may come from the file's launch configuration, if one is being used, or otherwise from the file properties.

#### **CAPIProject.SetRunArguments(filename, args, add\_recent=True)**

Set the run arguments (as a string) for debugging the given file. Use **None** for no arguments.

The value is set into the file's launch configuration, if one is being used, or otherwise into the file properties.

See **add\_recent** to **False** to prevent adding the arguments to the recent arguments list.

### **12.7.5. API Reference - Debugger**

The debugger API consists of two parts:

- (1) **CAPIDebugger** is the debug manager, which is used to manage multiple debug processes.
- (2) **CAPIDebugRunState** is used to start, control, inspect, and terminate a single debug process.

#### **Class CAPIDebugger**

API for the debugger as a whole. This class should not be instantiated directly. Use **wingapi.gApplication.GetDebugger()** instead.

## Signals

A callback can be connected to the following signals using **Connect(signal, cb)**:

**new-runstate**: A new runstate has been created. Calls **cb(runstate:CAPIDebugRunState)**.

**current-runstate-changed**: A new runstate has been selected as the current runstate. Calls **cb(runstate:CAPIDebugRunState)**.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### **CAPIDebugger.GetRunStates()**

Get the list of all **CAPIDebugRunState** objects that currently exist in the debugger.

### **CAPIDebugger.GetCurrentRunState()**

Get the currently active **CAPIDebugRunState**.

### **CAPIDebugger.SetCurrentRunState(rs)**

Set the currently active **CAPIDebugRunState**.

## **Class CAPIDebugRunState**

API to access an individual debug process. This class should not be instantiated directly. Use the methods on **CAPIDebugger** instead.

Each run state is associated with a single debug process. It is created before any debug process is started, takes care of starting and controlling individual debug sessions, and outlives individual debug process termination in order to support subsequent inspection or launch of a new debug process.

## Signals

A callback can be connected to the following signals using **Connect(signal, cb)**:

**debug-started**: A debug session has been started. Calls **cb()**.

**debug-terminated**: The debug session has ended. Calls **cb()**.

**exception**: The debug process has encountered an exception. Calls **cb()**.

**paused**: The debug process has paused or reached a breakpoint. Calls **cb()**.

**running**: The debug process has started running again. Calls **cb()**.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### ***Starting and Stopping Debug***

#### **CAPIDebugRunState.Run(filename, stop\_on\_first=0, launch\_id=None)**

Start debug, using the given file as the main entry point.

**filename** is the full path of the file to debug. For remote files, **filename** is in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a **Remote Host**.

Set **stop\_on\_first** to stop immediately on the first line of code. Otherwise debugging continues until it reaches a breakpoint, exception, or program termination.

Set **launch\_id** to the internal ID of a **Launch Configuration** to use for the debug environment, or to **None** to use the file's default environment configured in **Project Properties** or **File Properties**.

#### **CAPIDebugRunState.RunNamedEntryPoint(name, stop\_on\_first=0)**

Run the given **Named Entry Point** with its configured launch environment.

Set **stop\_on\_first** to stop immediately on the first line of code. Otherwise debugging continues until it reaches a breakpoint, exception, or program termination.

#### **CAPIDebugRunState.Kill()**

Stop debugging by terminating the debug process. If the debug process was launched by Wing, all its child processes are also terminated.

### ***Flow Control***

#### **CAPIDebugRunState.Step(over=1, out=0)**

Step in the code, either into, over, or out of the current execution point, as follows:

- If **out** is True then step out
- If **over** is **CAPIDebugRunState.kStepOverInstruction** step over the current instruction
- If **over** is **CAPIDebugRunState.kStepOverLine** step over the current physical line
- If **over** is **CAPIDebugRunState.kStepOverStatement** step over the current statement
- If **over** is **CAPIDebugRunState.kStepOverBlock** step over or finish the current block
- If **over** is a **(start\_line, end\_line)** tuple, step until debugging leaves that range of lines (0=first line)
- In all other cases, step in

#### **CAPIDebugRunState.RunToCursor()**

Run until the current editor caret location is reached, or to the next breakpoint, exception, or program termination if the caret's location is not reached first.

#### **CAPIDebugRunState.Continue()**

Continue running the debug process to the next breakpoint, exception, or termination.

### ***Threads and Stacks***

#### **CAPIDebugRunState.GetThreads()**



Get a list of **(thread\_id, name, running)** for the active debug process, where **thread\_id** is the thread ID, **name** is the thread function name, and **running** is **True** if the thread is running or **False** if the thread is paused a breakpoint or exception.

Returns **None** if no thread in the process is paused at a breakpoint or exception.

The currently selected thread can be determined by calling **GetStackFrame**.

#### **CAPIDebugRunState.GetStackIndex()**

Get **(thread\_id, stack\_index)** where **thread\_id** is the currently selected thread id and **stack\_index** is **(stack\_no, frame\_idx)** where **stack\_no** is the stack number (0=primary stack) and **frame\_idx** is the frame index (0=outermost frame).

If the thread is still running then **thread\_id** and **stack\_index** will both me **None**.

Stacks 1+ are PEP 3134 chained exception stacks, in order of the chain.

#### **CAPIDebugRunState.SetStackFrame(thread\_id, idx)**

Set the currently selected thread ID (**None** to use current thread) and stack index. The stack index is in the form **(stack\_no, frame\_idx)** to allow access to chained exception stacks. Set **stack\_no** to **0** for the primary stack and **frame\_idx** to **0** for the outermost frame.

Returns **(thread\_id, stack\_index)** where **thread\_id** is the actual thread ID and **stack\_index** is the stack index that was actually set. If the thread is still running then **thread\_id** and **stack\_index** will both me **None**.

Compatibility note:

This call changed in Wing 7.0 to support PEP 3134 chained exceptions. However, it still accepts idx set to an integer to indicate a frame in the primary stack. When idx is passed as an integer, the return value's stack index is also an integer.

#### **CAPIDebugRunState.GetStack()**

Get the stack for the currently selected debug thread as a list of frames, each of which is a tuple containing **(filename, lineno, line\_text, scope, local\_varnames)** where:

**filename** is the full path of the file, or for remote files a URL in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a **Remote Host**.

**lineno** is the line number (0=first line) or a tuple **(start, end)** to indicate the position of the current statement in template files.

**line\_text** is the text of the line or statement.

**scope** is the name of the scope for this frame (for example, **MyClass.MethodName**)

**local\_varnames** is a list of the local variable names for the frame.

Returns **None** instead if the currently selected thread is not paused, at a breakpoint, or at an exception.

The currently selected thread is changed by calling **SetStackFrame**.

### **Breakpoints**

**CAPIDebugRunState.SetBreak(filename, lineno, temp=0, cond=None, enable=1, ignore=0)**

Set a new breakpoint at the given position.

**filename** is the full path of the file, or for remote files a URL in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a [Remote Host](#).

**lineno** is the line number at which to set the breakpoint (0=first line)

**temp** is **True** to set a temporary breakpoint that will be removed the first time it is reached.

**cond** is a conditional string that must evaluate to **True** in the context of the breakpoint's stack frame for the breakpoint to stop, or **None** to always stop on this breakpoint.

**enable** can be set to **False** to disable stopping on the breakpoint.

**ignore** is set to a value above **0** to ignore hitting the breakpoint that number of times before stopping on it.

If a breakpoint already exists here, it is replaced.

Returns **(lineno, err)** where **lineno** is the actual line the breakpoint was placed at and **err** is either **None** or an error string.

**CAPIDebugRunState.ClearBreak(filename, lineno)**

Clear a breakpoint.

**filename** is the full path of the file, or for remote files a URL in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a [Remote Host](#).

**lineno** is the breakpoint's line number (0=first line)

**CAPIDebugRunState.ClearAllBreaks()**

Clear all breakpoints.

### **Utilities**

**CAPIDebugRunState.GetProcessID()**

Get the process ID of the active debug process. Returns **None** if there is no active process.

**CAPIDebugRunState.GetStatus()**

Get the status of the debug process. Returns an integer, as follows:

```
0 -- disconnected (no debug process)
1 -- listening for a connection from an IDE-launched debug process
2 -- connected to a debug process
3 -- the debug process is running
4 -- the debug process is stopped at a breakpoint or paused
5 -- the debug process is stopped on an exception
6 -- listening for a connection from an externally launched debug process
```

### 12.7.6. API Reference - Search

#### Class *CAPISearch*

API for searching files and directories. One instance of this class should be instantiated for each search. The arguments to the constructor are:

**txt** -- The text to search for (required)

**match\_case** -- True for case-sensitive search (default=True)

**whole\_words** -- True to match only whole words (default=False)

**omit\_binary** -- True to omit files that appear to be binary files (default=True)

**search\_styles** -- One of 'text' for plain text search, 'wildcard' for wild card matches (unix glob style matching), and 'regex' for regular expression matching (default='text')

**include\_linenos** -- True to include line numbers in the results (when False, line numbers are not computed, which makes for faster searching) (default=False)

**use\_buffer\_content** -- True to use the content of edited buffers instead of the disk file when unsaved edits exist (default=True)

**regex\_flags** -- For regex searches: the regex flags from the re module (default=0)

After an instance of is created, use *one* of the following to start searching:

```
SearchDirectory()
SearchFile()
SearchFiles()
```

#### Signals

Search results and status are reported through the following signals called asynchronously until the search completes. The can be connected to a callback with **Connect(signal, cb)**:

**start** -- A new search was started. Calls **cb()**.

**end** -- The search completed or aborted. Calls **cb()**.

**match** -- One or more matches have been found. Calls **cb(filename, matches)** where **filename** is the full path of the file, and **matches** is list of **(lineno, linestart, line\_text, positions)** where **lineno** is the line number in the file (0=first), **linestart** is the position in the file where the line begins, **line\_text** is the text for the line, and **positions** is a list of **(start, end)** tuples. The match signal may occur more than once per file or line, to report additional matches found. Line numbers are zero unless **include\_lineos** was **True**. All positions are from the start of the file.

**dir** -- Scanning a new directory. Calls **cb(dirname:str)**.

**scanning** -- Scanning a new file. Calls **cb(filename)**.

**file-done** -- Done scanning a file. Calls **cb(filename)**.

File and directory names passed to signal handlers are full paths or for remote files and directories, in the form **ssh://hostname/path/to/item** where **hostname** is the **Identifier** of a **Remote Host**.

Use **Disconnect(signal\_id)** to preemptively disconnect a signal handler, where **signal\_id** is the signal ID previously returned from **Connect**.

### Example

```
s = CAPISearch("test", match_case=False)
def match(filename, matches):
    print(filename, matches)
def end():
    print("done")
s.Connect('match', match)
s.Connect('end', end)
s.SearchFile('/path/to/myfile.txt')
```

### CAPISearch.SearchDirectory(dirname, file\_set, recursive)

Start searching the given directory for all files that match the file set, optionally recursively.

The **dirname** is the full path of the directory name or for remote directories in the form **ssh://hostname/path/to/dir** where **hostname** is the **Identifier** of a **Remote Host**.

The **file\_set** can either be a name of a configured file filter stored in the 'main.file-sets' preference or (**includes, excludes**) where **includes** and **excludes** are lists of tuples (**spec\_type, text**) in which **spec\_type** is one of 'wildcard-filename', 'mime-type', or 'wildcard-directory' and text is the pattern to apply to the file name, mime type, or directory name in order to filter which files are searched.

For example, to search only Python files use **'Python Files'** as the filespec. Or to search **\*.py** files other than those within a directory named **'test'**, use the following:

```
[ (('wildcard-filename', '*.py'), ), (('wildcard-directory', 'test'), ) ]
```

If the file filter in file\_set is a string, an exception will be raised if it is not a valid file filter name.

### CAPISearch.SearchFiles(files)

Start searching all the given **files**, which is a list of full path filenames or URLs in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a **Remote Host**.

This accepts only filenames and not directories. Use **SearchDirectory** to search a directory.

### CAPISearch.SearchFile(filename, start\_pos=0)

Search a single file for search matches, optionally starting at a given point. The **filename** should be a full path or URL in the form **ssh://hostname/path/to/file.py** where **hostname** is the **Identifier** of a [Remote Host](#).

This can also be used to re-search a file previously searched through **SearchDirectory** if the file changes.

#### **CAPISearch.Stop()**

Terminate searching, if a search is active.

#### **CAPISearch.Pause()**

Pause the search process.

#### **CAPISearch.Continue()**

Continue the search process after it was previously paused with **Pause**.

### **12.7.7. API Reference - Analysis**

The static analysis API is used to inspect the structure and contents of Python files. It consists of two parts:

(1) **CAPISymbolInfo** is used to describe a particular source symbol.

(2) **CAPIStaticAnalysis** is used to inspect a particular Python file.

#### **Class CAPISymbolInfo**

API to describe the inferred type for a particular source symbol. This class should not be instantiated directly. Instances of this class are returned from **CAPIStaticAnalysis.GetSymbolInfo**.

Type information is accessed with the following instance attributes:

**generalType**: General type of the symbol: One of **'class'**, **'method'**, **'function'**, **'instance'**, **'keyword'**, **'literal'**, or **'module'**.

**typeName**: The full name of the type.

**fileName**: The file where the type is defined.

**lineStart**: The first line of the type definition (0=first line in file).

**lineCount**: The number of lines taken up by the type definition.

**pos**: The position of the type definition within the first line.

**isCallable**: **True** when the symbol is a callable.

**args**: A list of argument names, if **isCallable** is **True**.

**docString**: The docstring for the type.

### ***Class CAPIStaticAnalysis***

API for inspecting the contents of a Python file, based on Wing's static analysis of that file. This class should not be instantiated directly. Use **CAPIApplication.GetAnalysis** instead.

#### **CAPIStaticAnalysis.GetScopeContents(scope, timeout=0.5)**

Get a list of all the symbols defined in the given scope.

**scope** is the name of the scope to inspect. For example, **MyClass.MyMethod** is the method **MyMethod** in class **MyClass** and **MyClass.MyMethod.nested** is a nested function **nested** within that method.

Use **"** for the top level of the module.

To obtain attributes for an instance, append **'** to the class name. For example, **'MyClass:'** provides the attributes for an instance of **MyClass**.

Set **timeout** to specify the maximum computation time in seconds.

Returns a dictionary mapping symbol names to a sequence of one or more strings describing the symbol. The descriptors may be:

```
imported -- The symbol is imported from another module
class -- The symbol is a class or class attrib when 'attrib' is also present
method -- The symbol is a method
function -- The symbol is a function
argument -- The symbol is a function or method argument
module -- The symbol is a module
package -- The symbol is a package
attrib -- The symbol is an instance attribute
```

Use **GetSymbolInfo** to obtain additional information about a symbol, including its inferred type and point of definition.

#### **CAPIStaticAnalysis.FindScopeContainingLine(lineno)**

Find the scope containing the given line number. Note that a class line or a def line is in its parent's scope.

#### **CAPIStaticAnalysis.GetSymbolInfo(scope, symbol)**

Get extended information for the given symbol within the named scope. A scope of **"** and symbol of **"** obtains type information for the module as a whole. Returns a sequence of **CAPISymbolInfo** instances.

## Trouble-shooting Guide

This chapter describes what to do if you are having trouble installing or using Wing.

### Note

We welcome feedback and bug reports, both of which can be submitted directly from Wing using **Submit Feedback** and **Submit Bug Report** in the **Help** menu, or by emailing us at [support at wingware.com](mailto:support@wingware.com).

### 13.1. Trouble-shooting Failure to Start

If you are having trouble getting Wing to start at all, you can diagnose the problem as follows:

**Rule out problems caused by a corrupted project file or preferences** by renaming your [Settings Directory](#). If this works, you can copy over items from the renamed directory one at a time to isolate the problem. The most likely files to cause problems are **default.wpr**, **preferences**, and **recent-projects**. Note, however, that Wing may automatically copy over files from the settings directory for an older version of Wing. You may have to move those aside also, to prevent reintroducing problem files.

**Check whether anti-virus or security software is blocking Wing** from starting. Some anti-virus solutions like Constant Guard have been known to do this, without showing any warnings or messages. On macOS, check the Security & Privacy system control panel for messages.

**On Windows, check if the user's temporary directory is full**, which prevents Wing from starting. In this case, the directory will contain more than 65,000 files.

**On Linux or macOS, check if the cache directory is on a remote file server**, which can prevent Wing from starting. This happens if the **~/.cache** directory or the cache directory set by the **\$XDG\_CACHE\_DIR** is located on NFS or other remote file server. In that case, Wing can't obtain a lock on the source analysis database. To use slower dotfile locking, run Wing with the **--use-sqlite-dotfile-locking** command line argument. Note that all Wing processes that use the same cache directory need to either use or not use dotfile locking.

**In other cases**, refer to [Obtaining Diagnostic Output](#).

### 13.2. Speeding up Wing

Wing should present a snappy, responsive user interface even on relatively slow hardware. If Wing appears sluggish, you can diagnose the problem as follows:

**Wait for source analysis to complete**, which may be necessary just after creating a new project, adding files to an existing project, or if many files on disk have changed or moved. In this case, the status area in the lower left of the IDE window will indicate that analysis is running. Wing stores the results of this process in a cache so the problem should not reoccur often.

**Increase the source analysis cache allocation** with the **Source Analysis > Max Cache Size** preference if the **Cache Directory** in Wing's **About box** exceeds that size. You may also want to press the **Clear Cache** button next to the preference to rule out problems caused by a corrupted source analysis cache.

**Try disabling external change checking** by setting the **Files > Reloading > External Check Freq** preference to **0**.

**On a multi-core virtual machine, set processor affinity** if Wing runs slowly. This is done with **schedtool -a 0x1 -e wing-personal8** on Linux (the **schedtool** package needs to be installed if not already present) and with **START /AFFINITY 01 "Wing Pro" "C:\Program Files (x86)\Wing Pro 8\bin\wing.exe"** on Windows.

**In other cases, collect a profile** as follows:

- Select **Command by Name** from the **Edit** menu, type **internal-profile-start**, and press **Enter**
- Do something that is slow, or just wait for a while
- Select **Command by Name** again, type **internal-profile-stop**, and press **Enter**

The profile is written to the end of **ide.log** in the **Settings Directory**. This can be submitted in a bug report from the **Help** menu or by email to [support@wingware.com](mailto:support@wingware.com).

### **13.3. Trouble-shooting Failure to Debug**

If you are having trouble debugging with Wing, select whichever of the following most closely describes the problem you are seeing.

#### **13.3.1. Failure to Start Debug**

Use the following steps to diagnose failure to start debugging:

**Try a simple test case** using the following code in a new Python file and **Step Into** in the **Debug** menu:

```
print("test1")
print("test2")
```

This rules out unexpectedly running to completion or running into a fatal error after debug has started successfully.

**Set WINGDB\_PRINT\_ALL\_TRACEBACKS=1** in the **Environment** in **Project Properties** and try restarting the **Python Shell** from its **Options** menu. This is often a simple way to obtain a traceback that shows why Python is failing to start.

**Verify that your Python version is supported** according to [Supported Python Versions](#). If not, you may need a different version of Wing.

**Check that Python Path is valid** with **Show Python Environment** in the **Source** menu. If this contains directories inside a Python version that doesn't match the interpreter being run for the



debug process, then Python will fail to start. You can set **Python Path** and **Python Executable** in [Project Properties](#).

**Check for environment conflicts**, which may occur if you set the **PYTHONHOME** or **PYTHONPATH** environment variables and they do not match the particular Python interpreter that Wing is launching.

**Completely remove and reinstall Python** if you have installed a newer version over and older one on disk, in the same directory. This may cause debugging to fail even if other Python programs appear to work with the Python installation because the debugger used functionality that isn't used by most other code.

**Confirm that TCP/IP is working on your machine** since Wing's debugger uses TCP/IP to communicate with the IDE.

**Disable PyGame full-screen mode** and use window mode instead, since full-screen mode does not work with Python debuggers.

**In other cases, collect diagnostics** as described in [Diagnostic Output](#).

### **13.3.2. Failure to Stop on Breakpoints or Show Source Code**

There are several reasons why Wing may fail to stop on breakpoints or fail to show the Python source code when an exception is reached:

**Not saving before you run in the debugger** causes the debugger to run with the copy of the file that is on disk, while breakpoints are set using the edited copy of the file in the editor. If lines don't match up, then breakpoints will be missed. To avoid this problem, enable the **File > Auto-Save Files Before Debug or Execute** preference.

**Debugging multi-process code** can be a problem if child processes are started and not automatically debugged. This is commonly a problem when using Flask, Django, and other frameworks that implement auto-reload by managing and restarting a child process. Debugging child processes is only possible in Wing Pro, and is off by default. To enable it, set **Debug Child Process** under the **Debug/Execute** tab in **Project Properties** to **Always Debug Child Processes**.

**Importing a module before debug has started** will appear to miss breakpoints at the top level of the module when it is imported again after debug has started, because the top level of the module is evaluated only during the first import. This occurs with some Python standard library modules that the debugger loads before starting user code, and may occur with any modules loaded before debug is started with **wingdbstub**.

**Storing incorrect file names in ``\*.pyc`` files** prevents the debugger from identifying which breakpoints are relevant. This can be caused by using partial path names on the **Python Path** or when invoking a script from the command line, moving around the **\*.pyc** file after they are created, or using **compileall.py** to create **\*.pyc** files from source. The easiest way to solve this is to use only full paths on **Python Path** and remove any problematic **\*.pyc** files so they can be regenerated.

**Failing to send file names to compile()** results in code objects with `co_filename` set to `<string>`, which makes it impossible to determine which breakpoints are relevant. This is seen fairly often in embedded Python implementations, where Python acts as a scripting language in a larger application. A work-around is to set `__file__` in the module to the correct full path to the source code, although it's better to fix how `compile()` is being used.

**Too many debug processes** may cause Wing to fail to stop on breakpoints because it can only debug a finite number of processes at a time. The number of processes that Wing can debug concurrently is **1** in Wing 101 and Wing Personal and set with the **Debugger > Processes > Maximum Process Count** preference in Wing Pro.

**Other less common problems** include running Python with `psyco` or other optimizer, overriding the Python `__import__` routine, adding breakpoints after you've started debugging an application that spends much of its time in non-Python code, and using symbolic links on Windows.

For more information, see [Debugger Limitations](#).

### 13.3.3. Failure to Stop on Exceptions

Failure to stop on exceptions is most commonly caused by the same factors that cause [failure to stop on breakpoints](#), although in this case the debugger may stop but fail to show the source code.

Another factor in debugging exceptions is that they may be handled by a catch-all exception handler. Wing doesn't stop on these unless they also print the exception.

The simple work-around for this is to set a breakpoint in the exception handler.

An alternative is to recode your app by adding the following code to catch-all exception handlers:

```
import os, sys
if 'WINGDB_ACTIVE' in os.environ:
    sys.excepthook(*sys.exc_info())
```

The above only works with **When Printed** exception handling mode, as set by the **Debugger > Exceptions > Report Exceptions** preference).

The following variant can be used with other exception handling modes:

```
import os

# No handler when running in Wing's debugger
if 'WINGDB_ACTIVE' in os.environ:
    dosomething()

# Handle unexpected exceptions gracefully at other times
else:
    try:
        dosomething()
    except:
        # handler here
```

Note that environments such as wxPython, PyGTK, and others include catch-all handlers for unexpected exceptions raised in the main loop, but those handlers cause the exception traceback to be printed and thus will be reported correctly by Wing without any modification to the handler.

#### 13.3.4. Extra Debugger Exceptions

Wing always stops on **AssertionError**, even if the exception is handled because these are intended to indicate an error in code.

However, since not all programmers use exceptions in the same way, you may find Wing stopping in places that you don't want it to.

To avoid this, you can train Wing to ignore unwanted exception reports with the checkbox in the **Exceptions** tool. Or remove **AssertionError** from the **Debugger > Exceptions > Always Report** preference.

For more information, see [Managing Exceptions](#).

### 13.4. Trouble-shooting Other Known Problems

Other known problems that can affect some of Wing's functionality include:

#### Copy/Paste Fails on Windows

Webroot Secure Anywhere v8.0.4.66 blocks Wing and Python's access to the clipboard by default so Copy/Paste will not work. The solution is to remove Wing and Python from the list of applications that Webroot is denying access to the clipboard.

#### Windows Won't Open File Names with Spaces

File Explorer on some versions of Windows fails to open Python files with Wing if the full path of the file has spaces in it. This is because Windows has set up the wrong command line for opening the file. You can fix this using **regedt32.exe**, **regedit.exe**, or similar tool to edit the following registry location:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Classes\Applications\wing.exe\shell\open\command
```

The problem is that the association stored there is missing quotes around the **%1** argument. It should instead be in a form similar to the following, although the actual path will vary according to your installation location for Wing:

```
"C:\Program Files (x86)\Wing Pro 8\bin\wing.exe" "%1" %*
```

#### Failure to Detect HTTP Proxy and Connect to wingware.com

Wing tries to open an http connection to **wingware.com** when you activate a license, check for product updates, or submit a bug report or feedback from the **Help** menu. If you are running in an environment with an http proxy, Wing tries to auto-detect your proxy settings. If this fails you will need to configure your proxy manually using Wing's **Network > HTTP Proxy Server** preference. To

determine the correct settings to use, ask your network administrator or see [how to determine proxy settings](#).

### Poor Mouse Wheel Scrolling on Linux

If the mouse wheel does not work right on Linux, the utility **imwheel** may solve it, as [described here](#)

### Failure to Find Python

Wing scans for Python at startup and in rare cases may report that it could not be found even if it is on your machine.

If this happens all the time, point **Python Executable** in **Project Properties** (accessed from the **Project** menu) to your Python interpreter (python, python2.7, python.exe, etc) or the command that activates your virtualenv or Anaconda environment. Wing remembers this and the message should go away, even with new projects.

If this happens only intermittently, it may be caused by high load on your machine. Try restarting Wing after load goes down. In some cases anti-virus software can cause this during periods of intensive scanning.

## 13.5. Obtaining Diagnostic Output

Wing and your debug code run in separate processes, each of which can independently be configured to collect additional diagnostic log information.

### Diagnosing IDE Problems

**Submit Bug Report** in the **Help** menu is a quick way to diagnose problems seen while working with Wing. Please include a description of the problem, your email address so we can follow up, and leave the **Include error log** checkbox checked so we have the information needed to diagnose and fix the problem. The error log is the file **ide.log** in your [Settings Directory](#) .

To diagnose failure to start, or if you can't submit a bug report directly from Wing, run **console\_wing.exe** (on Windows) or **wing-personal8 --verbose** (on Linux and macOS) from the command line to obtain diagnostic output that you can email to [support at wingware.com](#) along with your system type and version, version of Wing, version of Python, and a description of the problem you are running into.

If Wing is crashing please provide the file **segfault.log** from the [User Settings Directory](#) with any bug reports.

### Diagnosing Debugger Problems

To diagnose debugger problems, set the **Debugger > Diagnostics > Debug Internals Log File** preference to the full path of a file that the debugger will be able to create. Then try debugging again.

If the file does not appear, instead set the **Debugger > Diagnostics > Debug Internals Log File** preference to **Log to sys.stderr** and enable the **Debugger > I/O > Use External Console** and **Debugger > I/O > External Console Waits on Exit** preferences. When you try again, Wing should display a debug console with diagnostics.

If you are using **wingdbstub** to start debug, instead set **WINGDB\_LOGFILE** environment variable to **<stderr>** (or alter **kLogFile** inside **wingdbstub.py**), and try launching the following script from the command line:

```
import wingdbstub
print("test1")
x = not_defined
print("test2")
```

Never check the **Extremely Verbose Internal Log** preference unless Wingware Technical Support asks you to. When this is enabled, it will drastically slow down the debugger.

Debugger diagnostic logs can be emailed to [support at wingware.com](mailto:support@wingware.com) together with the file **ide.log** in your [User Settings Directory](#) , your system version, version of Wing, version of Python, and a description of the problem you are seeing.

You will want to turn off diagnostic logging again after submitting your report since it slows down debugging considerably.

### Diagnosing Debug Process Crashing

If your debug process is crashing entirely while Wing is interacting with it, it may be that Wing is exercising buggy code when it inspects data in the debug process. In this case, it can be useful to capture the Python stack at the moment of the crash. You can do this by installing **faulthandler** into the Python that runs your debug process, and then adding the following to code that is executed before the crash:

```
import faulthandler
faulthandler.enable()
```

After that is done, the Python stack for each thread is written to **stderr** if the process crashes.

If you can't access output sent to **stderr**, you can send the stack to a file instead, as follows:

```
import faulthandler
segfault_fn = '/path/to/segfault.log' # Change this to a valid path
f = open(segfault_fn, 'a')
faulthandler.enable(f)
# IMPORTANT: Leave f open!!!
```

It is *very important* that you leave the file **f** open for the life of the process. Otherwise **faulthandler** may corrupt another file opened later under the same file descriptor, by writing the stack there instead. This is a design limitation imposed by the nature of post-segfault processing.

Please send details of debugger crashes, including the Python stacks obtained by this method, to [support@wingware.com](mailto:support@wingware.com). We will try to change Wing's data inspection to avoid the crash that you are seeing, and we may be able to offer a work-around.

See also [Problems Handling Values](#).

## Preferences Reference

This chapter documents the entire set of available preferences for Wing Pro. Note that this includes preferences that are ignored and unused in Wing Personal and Wing 101.

Most preferences can be set from the **Preferences GUI** but some users may wish to build preference files manually to control different instances of Wing (see details in [Preferences Customization](#)).

### *User Interface*

#### **Display Language**

The language to use for the user interface. Either the default for this system, or set to a specific supported language.

Internal Name: **main.display-language**

Data Specification: **[None, en, de, fr, ru]**

Default Value: **None**

#### **Display Theme**

The display theme for Wing's user interface, either the native display style for the OS or a selected color palette. All color preferences default to using colors from the palette, but can be overridden individually. Additional palettes can be defined and added to the 'palettes' sub-directory of the User Settings directory.

Internal Name: **gui.display-theme**

Data Specification: **[None or <type str>]**

Default Value: **None**

#### **Editor Theme**

The display theme for Wing's editor, either the same as the Display Theme or a selected color palette.

Internal Name: **gui.editor-theme**

Data Specification: **[None or <type str>]**

Default Value: **None**

#### **Enable Tooltips**

Controls whether or not tooltips containing help are shown when the mouse hovers over areas of the user interface.

Internal Name: **gui.enable-tooltips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Tooltip Delay

The time in seconds to wait after the mouse cursor stops moving before any tooltips are displayed.

Internal Name: **gui.tooltips-delay**

Data Specification: **<type int>**

Default Value: **0.5**

- **Layout**

### Windowing Policy

Policy to use for window creation: Combined Toolbox and Editor mode places toolboxes into editor windows, and Separate Toolbox mode creates separate toolbox windows.

Internal Name: **gui.windowing-policy**

Data Specification: **[combined-window, separate-toolbox-window]**

Default Value: **combined-window**

### Show Editor Tabs

Controls whether or not Wing shows tabs for switching between editors. When false, a popup menu is used instead.

Internal Name: **gui.use-notebook-editors**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Presentation Mode

Controls whether Wing runs in presentation mode, which magnifies the user interface. Wing must be restarted before this value takes effect.

Internal Name: **main.presentation-mode**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Presentation Mode Scale Factor

The amount by which to increase UI size when presentation mode is enabled. Wing must be restarted before this value takes effect.

Internal Name: **main.presentation-scale-factor**

Data Specification: **<type float>**

Default Value: **2.0**

- **Toolbar**

### Show Toolbar

Whether toolbar is shown in any window.

Internal Name: **gui.show-toolbar**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Toolbar Size

Sets size of the toolbar icons. By default, adjusts according to available space.

Internal Name: **gui.toolbar-icon-size**

Data Specification: **[small, medium, large, xlarge, text-height, default]**

Default Value: **auto**

### Toolbar Style

Select style of toolbar icons to use. By default, adjusts according to available space.

Internal Name: **gui.toolbar-icon-style**

Data Specification: **[auto, icon-only, text-only, text-below, text-right, default]**

Default Value: **auto**

### Groups Shown

Controls which groups of tools will be shown in the toolbar.

Internal Name: **guimgr.toolbar-groups**

Data	Specification:
<b>[list of: [file, clip, select, batch-search, search, diff, bookmark, indent, test, vcs, proj, debug]]</b>	

Default Value: **['file', 'clip', 'select', 'search', 'diff', 'indent', 'proj', 'debug']**

### Custom Items

Extra items to add to the tool bar.

Internal Name: **guimgr.toolbar-custom-items**

Data Specification: **[tuple of: [tuple length 3 of: <icon spec>, <type str>, <type str>]]**

Default Value: **()**

### Primary Icon Color

Primary color for icons

Internal Name: **gui.icon-color-primary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**



### Secondary Icon Color

Secondary color for icons

Internal Name: **gui.icon-color-secondary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Tertiary Icon Color

Tertiary color for icons

Internal Name: **gui.icon-color-tertiary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Quaternary Icon Color

Quaternary color for icons

Internal Name: **gui.icon-color-quaternary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Quinary Icon Color

Quinary color for icons

Internal Name: **gui.icon-color-quinary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Senary Icon Color

Senary color for icons

Internal Name: **gui.icon-color-senary**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

## • Fonts

### Display Font/Size

The base font and size to use for the user interface's menus and labels

Internal Name: **gui.qt-display-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

### Editor Font/Size

The base font and size to use for source code shown in the editor, Python Shell, Debug Console, Source Assistant, and other tools that display source code.

Internal Name: **edit.qt-display-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

#### • Keyboard

### Personality

Selects the overall editor personality, optionally to emulate another commonly used editor.

Internal Name: **edit.personality**

Data Specification: **[normal, brief, eclipse, emacs, osx, matlab, vi, visualstudio, xcode]**

Default Value: **osx**

### Tab Key Action

Defines the action of the Tab key, one of: "Default for Personality" to emulate the selected Keyboard Personality. "Indent To Match" to indent the current line or selected line(s) to match the context, "Move to Next Tab Stop" to enter indentation characters so the caret reaches the next tab stop, "Indent Region" to increase the indentation of the selected line(s) by one level, or "Insert Tab Character" to insert a Tab character (chr(9)). For Python files, "Smart Tab" is an option that varies the tab key action according to the location of the caret within the line.

Internal Name: **edit.tab-key-action**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{'\*': '--default--', 'text/x-python': '--default--'}**

### Smart Tab End of Line Indents

Select type of indentation that Smart Tab will place at the end of a line.

Internal Name: **edit.smart-tab-eol-indents**

Data Specification: **[None, 1, 2, 3, 4]**

Default Value: **4**

### Alt Key

Selects the key to use as the Alt- modifier in key bindings. Note that the Option key is also used to enter characters, such as ® on US keyboards or ] on German keyboards. When the Option key is used for the Alt key, Alt-key bindings take precedence and thus may block entering of characters with the Option key. If both functions are needed, use the left Option key for the Alt-key and enter characters with the right Option key. If the Command keys are used for the Alt key, any Alt-key bindings will override Command-key bindings for the same key.

Internal Name: **gui.qt-osx-key-for-alt**

Data Specification: **[both-option-keys, left-option-key, command-keys, none]**

Default Value: **left-option-key**

### **Fallback to Mac OS key bindings**

Use key bindings from macOS keymap for keys not defined in currently selected keymap

Internal Name: **guimgr.fallback-to-macos-keymap**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Use Alt for Accelerators**

Specifies whether plain Alt keystrokes should be used only for accelerators. When enabled, Alt-key presses that could be for an accelerator will be used only for accelerators and never for key bindings. When disabled, Alt-key bindings take precedence over accelerators. This preference is ignored when Wing is running with native macOS display style, since in that case accelerators do not exist.

Internal Name: **gui.qt-os-alt-for-accelerators**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Custom Key Bindings**

Override key bindings in the keymap. To enter the key, place focus on the entry area and type the key combination desired. The command is one of those documented in the user manual's Command Reference, or the name of any user scripts that have been loaded into the IDE. Leave the command name blank to remove the default binding for a key (this is useful when adding multi-key bindings that conflict with a default).

Internal Name: **gui.keymap-override**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{}**

### **Typing Group Timeout**

Sets the timeout in seconds to use for typing, after which keys pressed are considered a separate group of characters. This is used for typing-to-select on lists and in other GUI areas. Before the timeout subsequent keys are added to previous ones to refine the selection during keyboard navigation.

Internal Name: **gui.typing-group-timeout**

Data Specification: **<type float>, <type int>**

Default Value: **1**

### VI Mode Ctrl-C/X/V

Controls the behavior of the Ctrl-X/C/V key bindings in vi mode. Either always use these for cut/copy/paste, use them for vi native actions such as initiate-numeric-repeat and start-select-rectangle, or use the default by system (clipboard on win32 and other commands elsewhere).

Internal Name: **vi-mode.clipboard-bindings**

Data Specification: **[system-default, clipboard, other]**

Default Value: **system-default**

#### • Perspectives

### Auto-save Perspectives

Selects whether to auto-save perspectives when switching to another perspective. Can always auto-save, never auto-save, prompt each time a perspective is left, or auto-save as configured on a per-perspective basis.

Internal Name: **main.perspective-auto-save**

Data Specification: **[tuple length 2 of: [always, never, prompt, choose], <type str>]**

Default Value: **always**

### Shared Perspective File

Selects the file to use for storing and retrieving shared perspectives. By default (when value is None) the file 'perspectives' in the user settings directory is used.

Internal Name: **main.perspective-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

#### • Other

### Show Splash Screen

Controls whether or not the splash screen is shown at startup.

Internal Name: **main.show-splash-screen**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### When Launching Wing

Controls whether Wing tries to reuse an existing running instance of the IDE when it is launched again.

Internal Name: **main.instance-reuse-policy**

Data Specification: **[None, reuse, new]**

Default Value: **None**

### **Quit Application When Last Window Closes**

Quit application when last document window closes

Internal Name: **guimgr.quit-on-last-window-close-osx**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Auto-Focus Tools**

Controls whether to automatically move keyboard focus from the editor to tools when they are revealed.

Internal Name: **gui.auto-focus-tools**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Case Sensitive Sorting**

Controls whether names are sorted case sensitively (with all caps preceding small letters) or case insensitively

Internal Name: **gui.sort-case-sensitive**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Always Use Full Path in Tooltips**

Enable to always show the full path of a file name in the tooltips shown from the editor tabs and file selection menus. When disabled, the configured Source Title Style is used instead.

Internal Name: **gui.full-path-in-tooltips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **• Advanced**

### **Max Error Log Size**

The number of bytes at which the IDE log file (USER\_SETTINGS\_DIR/ide.log) is truncated. This file can be sent to technical support to help diagnose problems with the IDE.

Internal Name: **main.max-error-log-size**

Data Specification: **[from 10000 to 10000000]**

Default Value: **500000**

### Shared File Sets Repository

Selects the file to use for storing and retrieving shared named files sets. By default (when value is None) the file 'filesets' in the user settings directory is used.

Internal Name: **main.fileset-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

### Key Map File

Defines location of the keymap override file. Use None for default according to configured editor personality. See the Wing Manual for details on building your keymap override file -- in general this is used only in development or debugging keymaps; use the keymap-override preference instead for better tracking across Wing versions.

Internal Name: **gui.keymap**

Data Specification: **[None or <type str>]**

Default Value: **None**

### Auto-check for Product Updates

Automatically check for updates at startup by connecting to wingware.com. Updates are checked every three days, or more often for prerelease versions.

Internal Name: **main.auto-check-updates**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Submit Usage Stats

Allow submitting a log of which features you use to Wingware. This is done periodically at startup and also when you submit bug reports, feedback, or check for updates. The data provided is held confidential, used only for technical support and planning future development, and can be seen in the file USER\_SETTINGS\_DIR/stats.log

Internal Name: **main.submit-usage-stats**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Show Support+Upgrades Reminders

Show a reminder when Support+Upgrades for the active license is expired or will expire soon.

Internal Name: **main.monitor-support-upgrades**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Show Discount Offers**

Controls whether Wing will periodically show discount offers.

Internal Name: **main.show-offers**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

## ***Projects***

### **Auto-reopen Last Project**

Controls whether most recent project is reopened at startup, in the absence of any other project on the command line.

Internal Name: **main.auto-reopen-last-project**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Close Files with Project**

Controls whether any files open in an editor are also closed when a project file is closed

Internal Name: **proj.close-also-windows**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Open Projects as Text**

Controls whether project files are opened as project or as text when opened from the File menu. This does not affect opening from the Project menu.

Internal Name: **gui.open-projects-as-text**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Confirm Drag Copy/Move**

Controls whether or not the IDE will confirm file copy/move operations initiated by dragging items around on the Project view.

Internal Name: **proj.confirm-file-drags**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **• Context Menu**

### **Groups Shown**

## Preferences Reference

Controls which groups of menu items will be shown in the Project tool's context menu.

Internal Name: **proj.context-menu-groups**

Data Specification: **[tuple of: [clip, nav, debug, vcs, proj, file, script]]**

Default Value: **['clip', 'nav', 'debug', 'vcs', 'proj', 'file', 'script']**

### Custom Items

Extra menu items to add to the Project tool context menu.

Internal Name: **proj.context-menu-custom-items**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **()**

### • Containers

#### Warn Before Container Configuration

Controls whether to show a warning before editing a container configuration or stopping a container that is currently in use.

Internal Name: **main.show-container-config-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### Notify Container Configuration Change

Controls whether to show a notice after a change in Project Properties results in a change to the effective container configuration.

Internal Name: **main.show-container-config-changed-notice**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### When Container Image Changes

Controls what action to take if the container image for a running container instance is rebuilt or changes. Auto-restarting instances will terminate all debug, test, OS Command, Python Shell processes on the container without confirmation.

Internal Name: **main.container-image-changed-policy**

Data Specification: **[auto-restart, leave-running, prompt]**

Default Value: **None**

#### Warn Before Cluster Configuration

Controls whether to show a warning before editing a cluster configuration or stopping a cluster that is currently in use.



Internal Name: **main.show-cluster-config-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Notify Cluster Configuration Change**

Controls whether to show a notice when a cluster configuration is changed, causing the cluster to be terminated and restarted.

Internal Name: **main.show-cluster-config-changed-notice**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **When Cluster Image Changes**

Controls what action to take if container images used in a running cluster are rebuilt or change. Auto-restarting the cluster will terminate without confirmation all in-cluster debug, unit test, OS Command, Python Shell processes.

Internal Name: **main.cluster-image-changed-policy**

Data Specification: **[auto-restart, leave-running, prompt]**

Default Value: **None**

### **Show Environment Warning**

Controls whether to show a warning when a project that uses a container or cluster specifies a non-default environment.

Internal Name: **main.show-container-env-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## ***Files***

### **Auto-Save Files Before Debug or Execute**

Controls whether or not all edited files are saved without asking before a debug run, before starting unit tests, or before a file or build process is executed.

Internal Name: **gui.auto-save-before-action**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Default Directory Policy**

Defines how Wing determines the starting directory to use when prompting for a file name: Either based on location of the resource at current focus, location of the current project home directory, the

## Preferences Reference

last directory visited for file selection, the current directory at startup (or selected since), or always the specific fixed directory entered here.

Internal Name: **main.start-dir-policy**

Data Specification: **[tuple length 2 of: [current-focus, current-project, recent-directory, current-directory, selected-directory], <type str>]**

Default Value: **('current-focus', '')**

### Title Style

Format used for titles of source files: Use Base Name Only to display just the file name, Prepend Relative Path to use partial relative path from the project file location or configured Project Home Directory, Append Relative Path to instead append the relative path after the file name Prepend Full Path to use full path, or Append Full Path to instead append the fullpath after the file name.

Internal Name: **gui.source-title-style**

Data Specification: **[basename, prepend-relative, append-relative, prepend-fullpath, append-fullpath]**

Default Value: **append-relative**

### Show Hostname in Titles

Show the remote host name in all basename-only filenames used in titles.

Internal Name: **gui.include-host-in-titles**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Default Encoding

The default encoding to use for text files opened in the source editor and other tools, when an encoding for that file cannot be determined by reading the file. Other encodings may also be tried. This also sets the encoding to use for newly created files.

Internal Name: **edit.default-encoding**

Data Specification: **[None or [None, ascii, utf\_16, utf\_16\_be, utf\_16\_le, utf\_7, utf\_8, iso8859\_15, latin\_1, mac\_roman, iso8859\_6, iso8859\_13, iso8859\_4, iso8859\_14, iso8859\_2, mac\_latin2, iso8859\_5, mac\_cyrillic, iso8859\_3, iso8859\_7, mac\_greek, iso8859\_8, mac\_iceland, iso8859\_10, iso8859\_9, mac\_turkish, cp1140, cp1252, cp850, cp1256, cp864, cp1257, cp775, cp863, cp1250, cp852, big5hkscs, gb18030, gb2312, gbk, hz, big5, cp950, cp1251, cp855, cp865, cp1253, cp737, cp869, cp875, cp1255, cp424, cp856, cp862, cp861, cp932, euc\_jis\_2004, euc\_jisx0213, euc\_jp, iso\_2022\_jp, iso\_2022\_jp\_1, iso\_2022\_jp\_2, iso\_2022\_jp\_2004, iso\_2022\_jp\_3, iso\_2022\_jp\_ext, shift\_jis, shift\_jis\_2004, shift\_jisx0213, cp949, iso\_2022\_kr, johab, cp860, koi8\_r, cp874, cp1026, cp1254, cp857, cp437, cp037, koi8\_u, cp1006, cp1258, cp500]]**

Default Value: **None**

### New File EOL

## Preferences Reference

Default end-of-line to use. Wing matches existing line endings in non-blank files and uses this preference only when a file contains no end-of-line characters.

Internal Name: **edit.new-file-eol-style**

Data Specification: **[lf, cr, crlf]**

Default Value: **lf**

### New File Extension

Default file extension for newly created files

Internal Name: **edit.new-file-extension**

Data Specification: **<type str>**

Default Value: **.py**

### Max Recent Items

Maximum number of items to display in the Recent menus.

Internal Name: **gui.max-recent-files**

Data Specification: **[from 3 to 200]**

Default Value: **20**

### Maximum File Size (MB)

Maximum size of files that Wing will try to open, in MB.

Internal Name: **gui.max-file-size**

Data Specification: **[from 1 to 100000]**

Default Value: **50**

## • File Types

### Extra File Types

This is a map from file extension or wildcard to mime type. It adds additional file type mappings to those built into Wing. File extensions can be specified alone without dot or wildcard, for example "xcf" or using wildcards containing "\*" and/or "?", for example "Makefile\*". The mime type to use for Python files is "text/x-python".

Internal Name: **main.extra-mime-types**

Data Specification: **[dict; keys: <type str>, values: [text/x-asn1, text/x-abaqus, text/x-ada, text/x-conf, text/x-ave, text/x-baan, text/x-bash, text/x-bullant, text/x-c-source, text/x-cpp-source, text/x-caml, text/x-cmake, text/x-idl, text/css, text/x-coffee, text/x-cython, text/x-d, text/x-diff, text/x-django, text/x-docbook, text/x-dos-batch, text/x-escript, text/x-eiffel, text/x-erlang, text/x-errorlist, text/x-forth, text/x-fortran, text/x-po, text/x-hss, text/html, text/x-haskell, text/x-inno-setup, application/json, text/x-java-source, text/x-javascript, application/x-tex, text/x-lot, text/x-less, text/x-lisp, text/x-lout, text/x-lua-source, text/x-mmixal, text/x-ms-idl, text/x-ms-makefil**

e, text/x-makefile, text/x-mako, text/x-markdown, text/x-asm, text/x-matlab, text/x-metaport, text/x-mysql, text/x-nncrontab, text/x-nsis, text/x-octave, text/x-php-source, text/x-pl-sql, text/x-pov, text/x-pascal, text/x-perl, text/plain, text/postscript, text/x-properties, text/x-python, text/x-python-interface, text/x-qss, text/x-r, text/x-rc, text/x-ruby, text/x-scss, text/x-sql, text/x-scripitol, text/x-smalltalk, text/x-spice, text/x-tcl, text/x-vhdl, text/x-vxml, text/x-verilog, text/x-vb-source, text/x-xcode, text/xml, text/x-yaml, text/x-zope-pt]]

Default Value: {}

## File Filters

Defines file filters to apply to file names for inclusion and exclusion from a larger set (such as scanned disk files or all project files).

Each filter is named and contains one list of inclusion patterns and one list of exclusion patterns. The patterns can be a wildcard on the file name, wildcard on a directory name, or a mime type name.

Only a single pattern needs to be matched for inclusion or exclusion. Exclusion patterns take precedence over inclusion patterns, so any match on an exclusion pattern will always exclude a file from the selected set. Filters are used in constraining search, adding project files, and for other operations on collections of files.

Internal Name: **main.file-filters**

Data Specification: **[file filters]**

Default Value: {'Python Files': (('mime-type', 'text/x-python'), ('mime-type', 'text/x-cython')), (('wildcard-directory', 'CVS'), ('wildcard-filename', '\*.swp'), ('wildcard-directory', '\_svn'), ('wildcard-filename', '\*.orig'), ('wildcard-directory', '.vscode'), ('wildcard-directory', '.bzip'), ('wildcard-directory', '.hg'), ('wildcard-filename', '.DS\_Store'), ('wildcard-filename', '#\*'), ('wildcard-filename', '.hgtags'), ('wildcard-filename', '\*~'), ('wildcard-directory', '.hgcheck'), ('wildcard-directory', '\*.cache'), ('wildcard-filename', '#\*#'), ('wildcard-directory', '\_\_pycache\_\_'), ('wildcard-filename', '/.coverage'), ('wildcard-directory', '.svn'), ('wildcard-filename', '\*.svn-base'), ('wildcard-directory', '.xvpics'), ('wildcard-directory', '.git'))), 'C/C++ Files': (('mime-type', 'text/x-cpp-source'), ('mime-type', 'text/x-c-source')), (('wildcard-directory', 'CVS'), ('wildcard-filename', '\*.swp'), ('wildcard-directory', '\_svn'), ('wildcard-filename', '\*.orig'), ('wildcard-directory', '.vscode'), ('wildcard-directory', '.bzip'), ('wildcard-directory', '.hg'), ('wildcard-filename', '.DS\_Store'), ('wildcard-filename', '#\*'), ('wildcard-filename', '.hgtags'), ('wildcard-filename', '\*~'), ('wildcard-directory', '.hgcheck'), ('wildcard-directory', '\*.cache'), ('wildcard-filename', '#\*#'), ('wildcard-directory', '\_\_pycache\_\_'), ('wildcard-filename', '/.coverage'), ('wildcard-directory', '.svn'), ('wildcard-filename', '\*.svn-base'), ('wildcard-directory', '.xvpics'), ('wildcard-directory', '.git'))), 'HTML and XML Files': (('mime-type', 'text/html'), ('mime-type', 'text/xml'), ('mime-type', 'text/x-zope-pt')), (('wildcard-directory', 'CVS'), ('wildcard-filename', '\*.swp'), ('wildcard-directory', '\_svn'), ('wildcard-filename', '\*.orig'), ('wildcard-directory', '.vscode'), ('wildcard-directory', '.bzip'), ('wildcard-directory', '.hg'), ('wildcard-filename', '.DS\_Store'), ('wildcard-filename', '#\*'), ('wildcard-filename', '.hgtags'), ('wildcard-filename', '\*~'), ('wildcard-directory', '.hgcheck'), ('wildcard-directory', '\*.cache'), ('wildcard-filename', '#\*#'), ('wildcard-directory', '\_\_pycache\_\_'), ('wildcard-filename', '/.coverage'), ('wildcard-directory', '.svn'), ('wildcard-filename', '\*.svn-base'), ('wildcard-directory', '.xvpics'), ('wildcard-directory', '.git')))

```
ame', '/.coverage'), ('wildcard-directory', '.svn'), ('wildcard-filename', '*.svn-base'), ('wildcard-
directory', '.xvpics'), ('wildcard-directory', '.git')), 'All Source Files': (set(), {'wildcard-filenam
e', '*$py.class'), ('wildcard-directory', 'CVS'), ('wildcard-filename', '*.pdb'), ('wildcard-filename'
, '*.swp'), ('wildcard-filename', '*.lib'), ('wildcard-filename', '*.tgz'), ('wildcard-directory', '_svn')
, ('wildcard-filename', '*.dsp'), ('wildcard-filename', '*.orig'), ('wildcard-directory', '.vscode'), ('
wildcard-filename', '*.pyd'), ('wildcard-filename', '*.zip'), ('wildcard-filename', '*.exe'), ('wildcar
d-filename', '*.o'), ('wildcard-filename', '*.a'), ('wildcard-directory', '.bzip'), ('wildcard-directory',
'.hg'), ('wildcard-filename', '*.pyc'), ('wildcard-filename', '.DS_Store'), ('wildcard-filename', '/co
re'), ('wildcard-filename', '*.#*'), ('wildcard-filename', '*.sln'), ('wildcard-filename', '*.so'), ('wildc
ard-filename', '*.dsw'), ('wildcard-filename', '*.tar.gz'), ('wildcard-filename', '*~'), ('wildcard-file
name', '*.manifest'), ('wildcard-filename', '.hgtags'), ('wildcard-filename', '##'), ('wildcard-filen
ame', '*.bak'), ('wildcard-directory', '.hgcheck'), ('wildcard-directory', '*.cache'), ('wildcard-file
name', '*.user'), ('wildcard-filename', '*.obj'), ('wildcard-filename', '*.vcproj'), ('wildcard-filena
me', '/.coverage'), ('wildcard-directory', '__pycache__'), ('wildcard-directory', '.svn'), ('wildcar
d-filename', '*.pyo'), ('wildcard-filename', '*.bsc'), ('wildcard-filename', '*.svn-base'), ('wildcard
-filename', '*.wpr'), ('wildcard-filename', '*.sbr'), ('wildcard-filename', '*.ncb'), ('wildcard-filena
me', '*.tmp'), ('wildcard-filename', '*.suo'), ('wildcard-filename', '*.old'), ('wildcard-directory', '.
xvpics'), ('wildcard-filename', '*.old'), ('wildcard-directory', '.git'), ('wildcard-filename', '*.log'),
('wildcard-filename', '*.ilk'), ('wildcard-filename', '*.dll'), ('wildcard-filename', '*.temp'), ('wildca
rd-filename', '*.wpu'))), 'Hidden & Temporary Files': ({('wildcard-filename', '*$py.class'), ('wild
card-directory', 'CVS'), ('wildcard-filename', '*.pdb'), ('wildcard-filename', '*.swp'), ('wildcard-fi
lename', '*.lib'), ('wildcard-filename', '*.tgz'), ('wildcard-directory', '_svn'), ('wildcard-filename',
 '*.orig'), ('wildcard-directory', '.vscode'), ('wildcard-filename', '*.pyd'), ('wildcard-filename', '*.
zip'), ('wildcard-filename', '*.exe'), ('wildcard-filename', '*.o'), ('wildcard-filename', '*.a'), ('wildc
ard-directory', '.bzip'), ('wildcard-directory', '.hg'), ('wildcard-filename', '*.pyc'), ('wildcard-filena
me', '.DS_Store'), ('wildcard-filename', '/core'), ('wildcard-filename', '*.#*'), ('wildcard-filename',
 '*.so'), ('wildcard-filename', '*~'), ('wildcard-filename', '*.tar.gz'), ('wildcard-filename', '.hgtags'
), ('wildcard-directory', '.hgcheck'), ('wildcard-filename', '##'), ('wildcard-filename', '*.bak'), ('
wildcard-directory', '*.cache'), ('wildcard-filename', '*.obj'), ('wildcard-filename', '/.coverage'), ('
wildcard-directory', '__pycache__'), ('wildcard-directory', '.svn'), ('wildcard-filename', '*.pyo'),
('wildcard-filename', '*.bsc'), ('wildcard-filename', '*.svn-base'), ('wildcard-filename', '*.wpr'), ('
wildcard-filename', '*.sbr'), ('wildcard-filename', '*.ncb'), ('wildcard-filename', '*.tmp'), ('wildca
rd-filename', '*.old'), ('wildcard-directory', '.xvpics'), ('wildcard-filename', '*.old'), ('wildcard-dir
ectory', '.git'), ('wildcard-filename', '*.ilk'), ('wildcard-filename', '*.dll'), ('wildcard-filename', '*.t
emp'), ('wildcard-filename', '*.wpu'))), set())}
```

## • Reloading

### Reload when Unchanged

Selects action to perform on files found to be externally changed but unaltered within the IDE. Use Auto Reload to automatically reload these files, Immediately Request Reload to ask via a dialog box upon detection, Request Reload on Edit to ask only if the unchanged file is edited within the IDE subsequently, or Never Reload to ignore external changes (although you will still be warned if you try to save over an externally changed file)

Internal Name: **cache.unchanged-reload-policy**

Data Specification: **[auto-reload, request-reload, edit-reload, never-reload]**

Default Value: **auto-reload**

### **Reload when Changed**

Selects action to perform on files found to be externally changed and that also have been altered in the IDE. One of Immediately Request Reload to ask via a dialog box upon detection, Request Reload on Edit to ask if the file is edited further, or Never Reload to ignore external changes (although you will always be warned if you try to save over an externally changed file)

Internal Name: **cache.changed-reload-policy**

Data Specification: **[request-reload, edit-reload, never-reload]**

Default Value: **request-reload**

### **Reloading Deleted Disk Files**

Specifies the behavior of reload when a file that is open in an editor disappears on disk. The default Closes Editor is recommended if using revision control. Otherwise, retaining the current editor content reduces the chances of entirely losing a file if it is accidentally deleted on disk.

Internal Name: **guimgr.deleted-disk-file-policy**

Data Specification: **[list of: [close, blank, prompt]]**

Default Value: **close**

### **External Check Freq**

Time in seconds indicating the frequency with which the IDE should check the disk for files that have changed externally. Set to 0 to disable entirely.

Internal Name: **cache.external-check-freq**

Data Specification: **<type float>, <type int>**

Default Value: **5**

### **Check Hash Before Reloading**

Don't reload files if size has not changed and a hash of the contents matches the hash when it was last read. This check is skipped if file is larger than 5 MB.

Internal Name: **cache.check-hash-before-reload**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **External Display**

### **File Display Commands**

## Preferences Reference

Posix only: The commands used to display or edit local disk files selected from the Help menu or project files selected for external display. This is a map from mime type to a list of display commands; each display command is tried in order of the list until one works. The mime type "\*" can be used to set a generic viewer, such as a web browser. Use %s to place the file name on the command lines. If unspecified then Wing will use the configured URL viewer in the environment (specified by BROWSER environment variable or by searching the path for common browsers). On Windows, the default viewer for the file type is used instead so this preference is ignored. On macOS, files are opened with "open" by default so this preference is rarely needed.

Internal Name: **gui.file-display-cmds**

Data Specification: **[dict; keys: <type str>, values: [list of: <type str>]]**

Default Value: **{}**

### Url Display Commands

Posix only: The commands used to display URLs. This is a map from protocol type to a list of display commands; each display command is tried in order of the list until one works. The protocol "\*" can be used to set a generic viewer, such as a multi-protocol web browser. Use %s to place the URL on the command lines. If unspecified then Wing will use the configured URL viewer in the environment (specified by BROWSER environment variable or by searching the path for common browsers). On Windows, the default web browser is used instead so this preference is ignored. On macOS, URLs are opened with "open" by default so this preference is rarely needed.

Internal Name: **gui.url-display-cmds**

Data Specification: **[dict; keys: <type str>, values: [list of: <type str>]]**

Default Value: **{}**

## ***Editor***

### Show Line Numbers

Shows or hides line numbers on the editor.

Internal Name: **edit.show-line-numbers**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Show Whitespace

Set to true to show whitespace with visible characters by default

Internal Name: **edit.show-whitespace**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Space Indicator Size

## Preferences Reference

Sets the size of the indicator to use for a space character when white space is being shown on the editor. This may be set to zero to show only tab characters.

Internal Name: **edit.space-indicator-size**

Data Specification: **<type int>**

Default Value: **1**

### Show EOL

Set to true to show end-of-line with visible characters by default

Internal Name: **edit.show-eol**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Split Reuse Policy

Policy for reusing splits in editors when new files are opened: Either always open in current split, reuse already visible editor falling back on current split, reuse already visible editor falling back on adjacent split, or always open in an adjacent split. This only has an effect when more than one editor split is visible.

Internal Name: **gui.split-reuse-policy**

Data Specification: **[current, reuse-current, reuse-adjacent, adjacent]**

Default Value: **current**

### Other Split Type

The type of split to create with commands that display in other split. The default is to split horizontally if the window width is greater than the height and to split vertically otherwise.

Internal Name: **edit.other-split-type**

Data Specification: **[default, vertical, horizontal]**

Default Value: **default**

### Show All Files in All Splits

Whether to show all open editors in a window in every split.

Internal Name: **gui.all-editors-in-all-splits**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Strip Trailing White Space

Controls whether to automatically strip trailing white space in the editor. May be enabled for any file or only files that are part of the current project.

Internal Name: **main.auto-rstrip-on-save**



Data Specification: **[tuple length 2 of: [disabled, on-save, on-save-project], <type str>]**

Default Value: **disabled**

### **Block Comment Style**

Style of commenting to use when commenting out blocks of Python code.

Internal Name: **gui.block-comment-style**

Data Specification: **[block, block-pep8, indented, indented-pep8]**

Default Value: **indented**

### **Scroll Past End**

Set this to allow scrolling the editor past the last line.

Internal Name: **edit.scroll-past-end**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Ensure File Ends With EOL When Saving**

Whether to add an eol at the end of the file when it is saved

Internal Name: **edit.ensure-ending-eol-on-save**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Enable Font Size Zooming**

Whether to allow font size zooming in the editor, using the mouse wheel, track pad, or zoom-in and zoom-out commands.

Internal Name: **edit.enable-font-zoom**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## **• Selection/Caret**

### **Selection Color**

The color used to indicate the current text selection on editable text.

Internal Name: **gui.qt-text-selection-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### **Caret Color**

Selects the color to use for the editor caret.

## Preferences Reference

Internal Name: **edit.caret-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Caret Width

Width of the blinking insertion caret on the editor, in pixels. Currently limited to a value between 1 and 3.

Internal Name: **edit.caret-width**

Data Specification: **[from 1 to 3]**

Default Value: **1**

### Caret Flash Rate (ms)

Sets the time in milliseconds between showing and hiding the caret when it is flashing; use 0 to disable flashing entirely

Internal Name: **edit.caret-flash-rate**

Data Specification: **[from 0 to 2000]**

Default Value: **500**

### Caret Line Highlight

Selects whether to highlight the line the caret is currently on. When enabled, a highlight color and alpha (to control transparency) can be set.

Internal Name: **edit.caret-line-highlight**

Data Specification: **[None or [tuple length 2 of: [None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]], <type int>]]**

Default Value: **None**

### Scrolling Context Lines

The number of lines of context to show above or below the caret when auto-scrolling the editor to a new position

Internal Name: **edit.scroll-context-lines**

Data Specification: **<type int>**

Default Value: **5**

### Display Selections Popup

When to display multiple selections popup window

Internal Name: **edit.display-selection-popup**

Data Specification: **[always, multiple, never]**

Default Value: **multiple**

- **Occurrences**

### **Highlight Occurrences**

Selects when to automatically highlight other occurrences of the current selection on the editor

Internal Name: **edit.highlight-occurrences**

Data Specification: **[always, words, never]**

Default Value: **words**

### **Match Case**

Disable to allow occurrences highlighting also where case does not match.

Internal Name: **edit.match-case-occurrences**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Occurrences Indicator Style**

The style of indicator to use for highlighting other occurrences of the current selection on the editor.

Internal Name: **edit.occurrence-indicator-style**

Data Specification: **[box, block]**

Default Value: **block**

### **Occurrences Color**

The color used to indicate the current text selection on editable text.

Internal Name: **edit.occurrence-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

- **Callouts**

### **Enable Callouts**

Whether to enable display of callouts that are briefly displayed to indicate text visited in the editor by search, goto-definition, and other navigation features.

Internal Name: **edit.callout-enable**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Callout Color**

The color used for callouts on the editor.

Internal Name: **edit.callout-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### **Persistence Time (ms)**

The time in milliseconds that callouts persist after display on the editor.

Internal Name: **.edit.callout-persistence**

Data Specification: **<type int>**

Default Value: **500**

### **• Indentation**

#### **Use Indent Analysis**

Select when to use indent analysis (examination of current file contents) in order to determine indentation type and size. Either always in all files, only in Python files, or never. When disabled, the Preferred Indent Style from Project Properties and Default Indent Size and Default Tab Size from preferences will be used.

Internal Name: **edit.use-indent-analysis**

Data Specification: **[always, python-only, never]**

Default Value: **always**

#### **Default Tab Size**

Set size of tabs, in spaces, used in new files. Note that in Python files that contain mixed space and tab indentation, tab size is always forced to 8 spaces. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.tab-size**

Data Specification: **[from 1 to 80]**

Default Value: **8**

#### **Default Indent Size**

Sets size of an indent, in spaces, used in new files. This is overridden in non-empty files, according to the actual contents of the file. In files with tab-only indentation, this value may be modified so it is a multiple of the configured tab size. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.indent-size**

Data Specification: **[from 1 to 80]**

Default Value: **4**

#### **Default Indent Style**

## Preferences Reference

Set the style of indentation used in new files. This is overridden in non-empty files, according to the actual contents of the file. Use the Indentation Manager to alter indentation in existing files.

Internal Name: **edit.indent-style**

Data Specification: **[spaces-only, tabs-only, mixed]**

Default Value: **spaces-only**

### Auto Indent

Controls when Wing automatically indents when return or enter is typed.

Internal Name: **edit.auto-indent**

Data Specification: **[1, blank-only, 0]**

Default Value: **1**

### Show Indent Guides

Set to true to show indent guides by default

Internal Name: **edit.show-indent-guides**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Show Python Indent Warning Dialog

Set to show a warning dialog when opening a Python file that contains potentially problematic indentation: Either inconsistent and possibly confusing indentation, a mix of indent styles in a single file, or mixed tab and space indentation (which is not recommended for Python).

Internal Name: **edit.show-python-indent-warnings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Show Override Warning Dialog

Show indent mismatch warning dialog when user selects an indent style that is incompatible with existing file content. This only applies to non-Python files since Wing disallows overriding the indent style in all Python files.

Internal Name: **edit.show-non-py-indent-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## • Line Wrapping

### Wrap Long Lines

Enable to wrap long source lines on the editor display.

## Preferences Reference

Internal Name: **edit.wrap-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Edge Markers

Control whether and how edge markers are shown in the editor.

Internal Name: **edit.qt-show-edge-markers**

Data Specification: **[tuple length 3 of: [0, 1, 2], [from 0 to 10000], [None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]]**

Default Value: **(0, 80, None)**

### Reformatting Wrap Column

Column at which text should be wrapped by commands that automatically rearrange text

Internal Name: **edit.text-wrap-column**

Data Specification: **<type int>**

Default Value: **77**

### • Clipboard

#### On Empty Selection

Controls whether or not to copy or cut the whole current line when there is no selection on the editor.

Internal Name: **edit.smart-clipboard**

Data Specification: **[disabled, copy, copy-cut]**

Default Value: **copy**

#### Middle Mouse Paste

Paste text into the editor from the clipboard when the middle mouse button is pressed. Disabling this is mainly useful for wheel mice with a soft wheel that causes pasting of text before wheel scrolling starts.

Internal Name: **edit.middle-mouse-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### Convert Indent Style On Paste

Controls whether Wing automatically converts indent style and size on text that is pasted into an editor.

Internal Name: **edit.convert-indents-on-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Adjust Indent After Paste**

Controls whether Wing automatically adjusts indents after multi-line text is pasted. When enabled, a single undo will remove any alterations in indentation.

Internal Name: **edit.adjust-indent-after-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## **• Syntax Coloring**

### **Syntax Formatting**

Formatting options for syntax coloring in editors. Colors are relative to a white background and will be transformed if the background color is set to a color other than white.

Internal Name: **.edit.syntax-formatting**

Data Specification: **[dict; keys: <type str>, values: [dict; keys: <type str>, values: [dict; keys: [fore, back, bold, italic], values: [one of: None, <type str>, <boolean: 0 or 1>]]]]]**

Default Value: **{}**

### **Highlight Builtins**

Highlight Python builtins

Internal Name: **edit.highlight-builtins**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## **• Brace Matching**

### **Brace Highlighting**

Enabled to automatically highlight the matching braces next to the cursor or as they are typed.

Internal Name: **edit.auto-brace-match**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Brace Highlight Color**

The color used to highlight matching braces.

Internal Name: **edit.brace-highlight-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Brace Highlight Background Color

The background color used to highlight matching braces.

Internal Name: **edit.brace-highlight-backcolor**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Brace Badlight Color

The color used to highlight bad braces.

Internal Name: **edit.brace-badlight-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Brace Badlight Background Color

The background color used to highlight bad braces.

Internal Name: **edit.brace-badlight-backcolor**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

## • Code Warnings

### Enable Code Warnings

Whether to enable the code warnings system as a whole. When this is disabled, no code warnings are displayed and external code warnings systems will not be launched even if enabled.

Internal Name: **codewarnings.enable**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Indicators

Controls whether Wing will show error and/or warning indicators on the editor as red and yellow underlines. When shown, hovering the mouse over the indicator shows the error or warning detail in a tooltip.

Internal Name: **edit.error-display**

Data Specification: **[show-all, show-errors, show-none]**

Default Value: **show-all**

### Indicator Style

Visual display style to use for code errors and warnings shown on the editor.

Internal Name: **edit.indicator-style**



Data Specification: **[underline, thick-underline, squiggle, plain-box, filled-box]**

Default Value: **squiggle**

### **Error Color**

Color to use to indicate code errors in the editor.

Internal Name: **edit.code-error-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### **Warning Color**

Color to use to indicate code warnings in the editor.

Internal Name: **edit.code-warning-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

## **• Bookmarks**

### **Bookmark Color**

Color to use on the source editor to indicate the location of user-defined bookmarks.

Internal Name: **edit.qt-bookmark-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### **Bookmark Style**

Visual display style to use for bookmarks: Either an underline, a background color change, or no visible marker.

Internal Name: **edit.bookmark-style**

Data Specification: **[None, underline, background]**

Default Value: **background**

### **Confirm Deletion**

Show a confirmation dialog when deleting bookmarks

Internal Name: **edit.bookmark-confirm-delete**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## **• Folding**

### Enable Folding

Whether to enable folding source code.

Internal Name: **edit.enable-folding**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Line Mode

Whether and how to show a line at a collapsed fold point. Controls the position of the line and whether it is shown for collapsed or expanded fold points.

Internal Name: **edit.fold-line-mode**

Data Specification: **[above-expanded, below-expanded, above-collapsed, below-collapsed, none]**

Default Value: **below-collapsed**

### Indicator Style

Selects the type of indicators to draw at fold points.

Internal Name: **edit.fold-indicator-style**

Data Specification: **[from 0 to 3]**

Default Value: **1**

### Fold Trailing White Space

Controls whether or not trailing white space after a block of code is folded up along with the block, for a more compact folded display.

Internal Name: **edit.fold-trailing-whitespace**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Foreground Color

Color to use for the foreground of the fold indicators.

Internal Name: **edit.fold-mark-foreground-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Background Color

Color to use for the background of the fold indicators.

Internal Name: **edit.fold-mark-background-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

- **Auto-completion**

### **Auto-show Completer**

Controls whether or not the completer is always shown automatically during typing, never auto-shown, or shown only after a certain number of characters are in the completion fragment. When auto-show is disabled, the auto-completer can still be shown on demand with the Show Completer item in the Source menu.

Internal Name: **edit.autocomplete-autoshow-option**

Data Specification: **[never, always]**

Default Value: **always**

### **Python Turbo Mode**

When enabled, the Python auto-completer enters the completion automatically whenever a key other than a valid symbol name key is pressed. Press a modifier key (Shift, Alt, or Ctrl) by itself to exit the completer without entering a completion. When disabled, only the configured completion keys enter the completion into the editor.

Internal Name: **edit.autocomplete-turbo-mode**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Completion Keys**

Controls which keys will enter selected completion value into the editor.

Internal Name: **edit.autocomplete-keys**

Data Specification:  
**[list of: [tab, return, space, f1, f3, f10, f12, period, parenleft, bracketleft, colon]]**

Default Value: **['tab']**

### **Auto-completer Height**

The maximum number of lines to show in the auto-completer at once.

Internal Name: **edit.autocompleter-height**

Data Specification: **<type int>**

Default Value: **10**

### **Auto-complete Delay (sec)**

Delay in seconds from last key press to wait before the auto-completer is shown. If 0.0, the auto-completer is shown immediately.

Internal Name: **edit.autocomplete-delay**

Data Specification: **<type int>, <type float>**

Default Value: **0.0**

### **Auto-complete Timeout**

Timeout in seconds from last key press after which the auto-completer is automatically hidden. If 0.0, the auto-completer does not time out.

Internal Name: **edit.autocomplete-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **0**

### **Completion Mode**

Selects how completion is done in the editor: Either insert the completion at the cursor, replace any symbols that heuristically match the selected completion (and insert in other cases), or replace any existing symbol with the new symbol.

Internal Name: **edit.autocomplete-mode**

Data Specification: **[insert, replace-matching, replace]**

Default Value: **insert**

### **Case Insensitive Matching**

Controls whether matching in the completer is case sensitive or not. The correct case is always used when a completion is chosen.

Internal Name: **edit.autocomplete-case-insensitive**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Non-Python Completion**

Controls whether or not use the completer in non-Python files, where it uses a simple word list generated from the existing contents of the file. If enabled, the number of characters required before the completer is shown may be specified here. This value overrides any character threshold set above.

Internal Name: **edit.autocomplete-non-python-option**

Data Specification: **[never, always]**

Default Value: **3**

### **Non-Python Word Size**

Sets the minimum size of words to add to the completion list for non-Python files. This affects only words found in the file, and not words included because they are keywords for that file type.

Internal Name: **edit.autocomplete-non-python-word-size**

Data Specification: **<type int>**

Default Value: **4**

### **Non-Latin Script Display**

Whether to display autocompleter for non-latin scripts

Internal Name: **.edit.display-autocompleter-for-non-latin-scripts**

Data Specification: **[auto, yes, no]**

Default Value: **auto**

#### **• Auto-editing**

### **Auto-Editing Enabled**

Enable or disable Wing's auto-editing capability. When enabled, a default set of individual auto-editing operations (such as auto-closing quotes and parenthesis and auto-entering invocation arguments) will be activated. The individual operations can then be enabled or disabled independently in preferences.

Internal Name: **edit.auto-edit-enabled**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Auto-Close Characters**

Enable to auto-close quotes, parenthesis, braces, comments, and so forth.

Internal Name: **edit.auto-edit-close**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Auto-Enter Invocation Args**

Enable auto-entry of invocation arguments for a function or method call.

Internal Name: **edit.auto-edit-invoke**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

#### **\*\* Auto-wrap Arguments\*\***

Enable auto-wrapping of arguments during auto-invocation.

Internal Name: **edit.auto-edit-invoke-wraps**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

#### **\*\* Invoke After Completion\*\***

## Preferences Reference

Enable auto-invocation to occur automatically after a callable symbol is entered by the auto-completer.

Internal Name: **edit.auto-edit-invoke-after-complete**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Apply Quotes to Selection**

Enable placing quotes around a non-empty selection.

Internal Name: **edit.auto-edit-quotes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Mutate Adjacent Quotes**

Enable changing quote style by pressing a quote key while the caret is next to an existing quote character.

Internal Name: **edit.auto-edit-mutate-quotes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Apply Comment Key to Selection**

Enable commenting out a non-empty selection when a comment character is pressed.

Internal Name: **edit.auto-edit-comment**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Apply (), [], and {} to Selection**

Enable surrounding non-empty selection when a parenthesis is pressed.

Internal Name: **edit.auto-edit-parens**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Apply Colon to Selection**

Enable creating a new block with a selected range of lines when colon is pressed.

Internal Name: **edit.auto-edit-colon-creates-block**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Auto-Enter Spaces**

## Preferences Reference

Enable auto-entering spaces around operators and punctuation.

Internal Name: **edit.auto-edit-spaces**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

**\*\* Auto-Space After Keywords\*\***

Enable auto-entering spaces after keywords.

Internal Name: **edit.auto-edit-spaces-kw**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

**\*\* Enforce PEP 8 Style Spacing\*\***

When auto-entering spaces is enabled, enforce PEP 8 style spacing by preventing redundant spaces.

Internal Name: **edit.auto-edit-spaces-enforce**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

**\*\* Spaces Around = in Argument Lists\*\***

Add spaces around = in argument lists.

Internal Name: **edit.auto-edit-spaces-args**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

**\*\* Spaces Elsewhere in Argument Lists\*\***

Add spaces around characters other than = in argument lists.

Internal Name: **edit.auto-edit-spaces-args-override**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

**\*\* Spaces After : in Type Annotations\*\***

When auto-entering spaces is enabled, also auto-enter spaces around ":" in type annotations.

Internal Name: **edit.auto-edit-spaces-types**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Manage Blocks on Repeated Colon Key Presses**

## Preferences Reference

Auto-enter newline and auto-indent after typing a colon that starts a new Python block and indent following line or block of lines when colon is pressed repeatedly. This also starts a new Python block using a selected range of lines as the body, if colon is pressed on a non-empty selection.

Internal Name: **edit.auto-edit-colon**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

**\*\* Prefer Block Management in Assignments\*\***

Prioritize block management with : over the possibility of entering a var:type variable type annotation (Python 3.6+) or := (Python 3.8+). When this is disabled, typing : a second time will proceed with block management in the current editing context.

Internal Name: **edit.auto-edit-colon-prioritize-blocks**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Continue Comment or String on New Line**

Automatically continue comments or strings in the form (""") or ( ) after a newline is typed within the comment or string text

Internal Name: **edit.auto-edit-continue**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Correct Out-of-Order Typing**

Automatically correct code when typing keys out of order. This handles cases such as x(.) -> x(). and x(:) -> x(): as well as auto-inserting . when missing

Internal Name: **edit.auto-edit-fixups**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **• Auto-formatting**

#### **Auto-Reformat**

Controls when Wing automatically reformats code as you edit it. May be disabled, limited to only edited lines after the caret leaves that line, or performed on whole files when they are saved to disk.

Internal Name: **edit.pep8-autoformat**

Data Specification: **[disabled, lines, files]**

Default Value: **disabled**

#### **Reformatter**



## Preferences Reference

Selects the reformatter to use when reformatting code automatically.

Internal Name: **edit.pep8-reformatter**

Data Specification: **[pep8, black, yapf]**

Default Value: **pep8**

### Reformat Timeout

Number of seconds to wait for auto-formatting to complete before aborting the reformatting process.

Internal Name: **edit.pep8-timeout**

Data Specification: **<type float>, <type int>**

Default Value: **5**

### Enforce Line Length

Whether to enforce line length during auto-formatting. The length is specified with the Editor > Line Wrapping > Reformatting Wrap Column preference.

Internal Name: **edit.pep8-enforce-line-length**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### PEP 8: Reindent All Lines in Files

Whether to reindent all lines during PEP 8 reformatting. This affects only reformatting of whole files. Lines in a selection are never reindented during reformatting.

Internal Name: **edit.pep8-reindent-all-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### PEP 8: Spaces Around = in Argument Lists

Override PEP 8 by adding spaces around = in argument lists.

Internal Name: **edit.pep8-spaces-args**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### PEP 8: Spaces After #

When applying PEP 8 rules, follow PEP 8 by enforcing the addition of spaces after # comment start. This option will lose indents in any commented out code.

Internal Name: **edit.pep8-spaces-comment**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **PEP 8: Move Imports to Top**

When applying PEP 8 rules, follow PEP 8 by moving all imports to the top of the file.

Internal Name: **edit.pep8-move-indents-to-top**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Black: Skip String Normalization**

Whether or not to prevent Black from normalizing string quotes during auto-formatting.

Internal Name: **edit.black-skip-string-normalization**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

## **• Snippets**

### **Include Snippets in Auto-Completer**

Whether or not to include code snippets in the auto-completer.

Internal Name: **edit.snippets-in-autocompleter**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Include Default Snippets**

Whether to include the default snippets set in the Snippets tool. These are found in the User Settings directory (USER\_SETTINGS\_DIR)

Internal Name: **edit.snippets-include-defaults**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Snippets Path**

Path to search for code snippets. Later directories on the path override earlier directories for a particular snippet name. Partial paths are interpreted relative to the current user's home directory (/Users/jpe/). new snippets will be created in the last directory on the path.

Internal Name: **edit.snippets-path**

Data Specification: **[tuple of: <type str>]**

Default Value: **()**

## **• Diff/Merge**

### **Orientation**

## Preferences Reference

Orientation of difference/merge views: Side-by-side or top/bottom

Internal Name: **diff.orientation**

Data Specification: **[horizontal, vertical]**

Default Value: **horizontal**

### Lock Scrolling

Controls whether scrolling of the diff/merge editors is locked to synchronize the editor scroll positions.

Internal Name: **diff.scroll-lock**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Ignore White Space

Controls whether differences will ignore changes that alter white space only.

Internal Name: **diff.ignore-whitespace**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Empty Session Warning

Controls whether to warn when changing white space filtering causes sessions to become empty of changes.

Internal Name: **diff.empty-session-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Diff Color

Color to use on the source editor for differences during a diff/merge session. The current mark is drawn in a lighter version of the same color. The within-difference change indicators are drawn transparently with the color set in the Text Selection Color preference.

Internal Name: **edit.qt-diff-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Merged Diff Color

Color to use on the source editor for already merged differences during a diff/merge session. The current mark is drawn in a lighter version of the same color. The within-difference change indicators are drawn transparently with the color set in the Text Selection Color preference.

Internal Name: **edit.qt-merged-diff-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

- **Printing**

### **Document Font**

Font to use when printing.

Internal Name: **edit.print-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

### **Use Default Foreground Colors**

Use default foreground colors for all text when printing. This is necessary when using a dark background in the GUI and printing on white paper.

Internal Name: **edit.use-default-foreground-when-printing**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Print Header Format**

Set the header format to use for printing. This can be any text with any of the following special fields mixed in: %basename% - base file name; %prepend-fullpath% - full path file name; %prepend-relative% - relative path with from project file; %append-relative% - file name with relative path appended; %append-fullpath% - file name with full path appended; %file-time% - file modification time; %file-date% - file modification date; %current-time% - current time; %current-date% - current date; %page% - current page being printed

Internal Name: **edit.print-header-format**

Data Specification: **<type str>**

Default Value: **%prepend-fullpath%**

### **Print Header Font**

Font to use in print header.

Internal Name: **edit.print-header-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

### **Print Footer Format**

Set the footer format to use for printing. The values allowed are the same as those for print-header-format.

Internal Name: **edit.print-footer-format**

Data Specification: **<type str>**

Default Value: **Page %page%, last modified %file-date% %file-time%**

### **Print Footer Font**

Font to use in print footer.

Internal Name: **edit.print-header-font**

Data Specification: **[None or <type str>]**

Default Value: **None**

## **• Context Menu**

### **Groups Shown**

Controls which groups of menu items will be shown in the editor's context menu.

Internal Name: **edit.context-menu-groups**

Data Specification: **[list of: [clip, nav, debug, comment, indent, vcs, script]]**

Default Value: **['clip', 'nav', 'debug', 'comment', 'indent', 'vcs', 'script']**

### **Custom Items**

Extra menu items to add to the editor context menu.

Internal Name: **edit.context-menu-custom-items**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **()**

## **• Advanced**

### **Maximum Non-Sticky Editors**

Maximum number of non-sticky (auto-closing) editors to keep open at one time, in addition to any that are visible on screen

Internal Name: **gui.max-non-sticky-editors**

Data Specification: **<type int>**

Default Value: **5**

### **Use Custom Mouse Cursor**

When to use a custom mouse cursor. The color of the cursor will be the color of the caret.

Internal Name: **edit.use-custom-mouse-cursor**

Data Specification: **[on-dark-backgrounds, never, always]**

Default Value: **on-dark-backgrounds**

### Mini-search Case Sensitivity

Whether or not mini-search is case sensitive. May match the current keyboard personality's default, use case sensitive search only if an upper case character is typed, always search case sensitive, or always search case insensitively.

Internal Name: **edit.minisearch-case-sensitive**

Data Specification: **[match-mode, if-upper, always, never]**

Default Value: **match-mode**

### Symbol Menu Max Length

The maximum number of names allowed on a single symbol menu

Internal Name: **.edit.max-symbol-menu-name-count**

Data Specification: **<type int>**

Default Value: **200**

### Selection Policy

This controls whether to retain selection in the editor after certain operations. The editor may always select the text that was operated on, only retain existing selections, or never select after the operation completes.

Internal Name: **edit.select-policy**

Data Specification: **[dict; keys: [('Indent Region', 'indent-region'), ('Outdent Region', 'outdent-region'), ('Indent To Match', 'indent-to-match'), ('Comment out Region', 'comment-out-region'), ('Uncomment out Region', 'uncomment-out-region')], values: [('Always Select', 'always-select'), ('Retain Select', 'retain-select'), ('Never Select', 'never-select')]]**

Default Value: **{'indent-region': 'retain-select', 'outdent-region': 'retain-select', 'indent-to-match': 'retain-select', 'comment-out-region': 'retain-select', 'uncomment-out-region': 'retain-select'}**

## Debugger

### Integer Display Mode

Select the display style for integer values.

Internal Name: **debug.default-integer-mode**

Data Specification: **[dec, hex, oct]**

Default Value: **dec**

### Hover Over Symbols

Enable to display debug data values for any symbol on the editor when the mouse cursor hovers over it.

Internal Name: **debug.hover-over-symbols**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Hover Over Selection

Controls whether debug values are shown when the mouse hovers over a selection in the editor. This may be disabled, enabled for symbols (like x.y.z) only, or enabled for all selections including function or methods calls. WARNING: Enabling evaluation of any selection may result in function or method calls that have side effects such as altering the program state or even making unintended database or disk accesses!

Internal Name: **debug.hover-over-selections**

Data Specification: **[0, 1, all]**

Default Value: **1**

### Run Marker Color

The color of the text highlight used for the run position during debugging

Internal Name: **debug.debug-marker-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Run Marker Alpha

Select transparency (0-160) of the text highlight used for the run position during debugging

Internal Name: **debug.run-marker-alpha**

Data Specification: **[None or <type int>]**

Default Value: **None**

### Active Range Color

The color of the active range of code used for quick evaluation in the Python Shell or Debug Console.

Internal Name: **debug.active-range-color**

Data Specification: **[None or [tuple length 3 of: [from 0 to 255], [from 0 to 255], [from 0 to 255]]]**

Default Value: **None**

### Line Threshold

Defines the character length threshold under which a value will always be shown on a single line, even if the value is a complex type like a list or dict.

Internal Name: **debug.line-threshold**

Data Specification: **<type int>**

Default Value: **95**

### Show Debug Environment Dialog

Controls whether the Debug Environment dialog is shown before each debug run: Either never show the dialog or show it only if 'Show this dialog before each run' is checked in the launch file's or named entry point's properties.

Internal Name: **debug.show-args-dialog**

Data Specification: **[never, per-file]**

Default Value: **per-file**

### Indicate Project Files in Stack

Enable to indicate projects files in the the debug stack, in the stack selector, Stack Data, and Exception tools.

Internal Name: **debug.indicate-project-files**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### • Processes

### Enable Multi-Process Debugging

Enable multi-process debugging. When disabled, Wing will only accept one debug connection at a time.

Internal Name: **debug.multi-process-debug**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Switch to Stopped Processes

When to automatically switch the currently active debug process to a process that reaches a breakpoint or exception. The default Switch to Most Recently Launched Process Group switches only if there is no other debug process active or if the process belongs to the most recently debug session started from the IDE (this does not include processes that attach using wingdbstub).

Internal Name: **debug.multi-process-switch**

Data Specification: **[none, launched, always]**

Default Value: **launched**

### Debug Child Processes

Enable debugging sub-processes. When disabled, Wing will only debug the initially launched parent process.

Internal Name: **debug.multi-process-debug-sub-processes**

Data Specification: **<boolean: 0 or 1>**



Default Value: **False**

### **Replace sys.executable**

Enable replacement of sys.executable so that processes launched using that value will be debugged. This must be enabled on Windows in order to debug child processes created with the multiprocessing module.

Internal Name: **debug.multi-process-replace-sys-executable**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Maximum Process Count**

Maximum number of debug processes that can connect to Wing at once. After the limit is reached, Wing accepts no additional connections until some processes detach or exit.

Internal Name: **debug.multi-process-maximum**

Data Specification: **<type int>**

Default Value: **50**

### **Debug Multiple Tests at Once**

Enable debugging more than one unit test at once. When enabled, the Debug/Abort button in the Testing tool alters according to which test is selected.

Internal Name: **debug.multi-process-multiple-tests**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Debug Multiple Instances of a Named Entry Point**

Enable debugging more than one instance of a named entry point. When disabled, any existing debug process for a named entry point will be terminated when it is debugged.

Internal Name: **debug.multi-process-multiple-entry-points**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## **• Exceptions**

### **Report Exceptions**

Controls how Wing reports exceptions that are raised by your debug process. By default, Wing shows exceptions at the time that the exception traceback would normally be printed. Alternatively, Wing can try to predict which exceptions are unhandled, and stop immediately when unhandled exceptions are raised so that any finally clauses can be stepped through in the debugger. Wing can also stop on all exceptions (even if handled) immediately when they are raised, or it can wait to report fatal exceptions as the debug process terminates. In the latter case Wing makes a best effort

## Preferences Reference

to stop before the debug process exits or at least to report the exception post-mortem, but one or both may fail if working with externally launched debug processes. In that case, we recommend using When Printed exception reporting mode.

Internal Name: **debug.exception-mode**

Data Specification: **[unhandled, never, always, printed]**

Default Value: **printed**

### Report Logged Exceptions In When Printed Mode

Controls whether to stop on exceptions logged with logging.exception if the exception mode is set to 'When Printed'

Internal Name: **debug.stop-on-logged-exception**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Never Report

Names of builtin exceptions to never report, even if the exception is not handled. This list takes precedence over the Always Report preference and the Report Exceptions preference when it is set to a value other than Always Immediately.

Internal Name: **debug.never-stop-exceptions**

Data Specification: **[tuple of: <type str>]**

Default Value: **['SystemExit', 'GeneratorExit']**

### Always Report

Names of builtin exceptions to (nearly) always report. These exceptions are not reported only if they are explicitly caught by the specific subclass in the same frame in which they are raised.

Internal Name: **debug.always-stop-exceptions**

Data Specification: **[tuple of: <type str>]**

Default Value: **['AssertionError']**

### • I/O

### Debug I/O Encoding

Encoding of input/output in the Debug I/O panel

Internal Name: **debug.debug-io-encoding**

Data Specification: **[None or [Console default (utf-8), None, English ascii, Unicode (UTF-16) utf-16, Unicode (UTF-16, big endian) utf-16-be, Unicode (UTF-16, little endian) utf-16-le, Unicode (UTF-7) utf-7, Unicode (UTF-8) utf-8, Western European iso8859-15, Western European latin-1, Western European mac-roman, Arabic iso8859-6, Baltic Languages iso8859-13, Baltic Languages iso8859-4, Celtic Languages iso8859-14, Central and Eastern European iso8859-2, Ce**

Central and Eastern European mac-latin2, Cyrillic Languages iso8859-5, Cyrillic Languages mac-cyrillic, Esperanto and Maltese iso8859-3, Greek iso8859-7, Greek mac-greek, Hebrew iso8859-8, Icelandic mac-iceland, Nordic Languages iso8859-10, Turkish iso8859-9, Turkish mac-turkish, Western European cp1140, Western European cp1252, Western European cp850, Arabic cp1256, Arabic cp864, Baltic Languages cp1257, Baltic Languages cp775, Canadian English/French cp863, Central and Eastern European cp1250, Central and Eastern European cp852, Chinese (PRC) big5hkscs, Chinese (PRC) gb18030, Chinese (PRC) gb2312, Chinese (PRC) gbk, Chinese (PRC) hz, Chinese (ROC) big5, Chinese (ROC) cp950, Cyrillic Languages cp1251, Cyrillic Languages cp855, Danish, Norwegian cp865, Greek cp1253, Greek cp737, Greek cp869, Greek cp875, Hebrew cp1255, Hebrew cp424, Hebrew cp856, Hebrew cp862, Icelandic cp861, Japanese cp932, Japanese euc-jis-2004, Japanese euc-jisx0213, Japanese euc-jp, Japanese iso-2022-jp, Japanese iso-2022-jp-1, Japanese iso-2022-jp-2, Japanese iso-2022-jp-2004, Japanese iso-2022-jp-3, Japanese iso-2022-jp-ext, Japanese shift-jis, Japanese shift-jis-2004, Japanese shift-jisx0213, Korean cp949, Korean iso-2022-kr, Korean johab, Portuguese cp860, Russian koi8-r, Thai cp874, Turkish cp1026, Turkish cp1254, Turkish cp857, US, Australia, New Zealand, S. Africa cp437, US, Canada, and Others cp037, Ukrainian koi8-u, Urdu cp1006, Vietnamese cp1258, Western European cp500]]

Default Value: **utf\_8**

### **Flush I/O Periodically**

Controls when the debugger periodically flushes I/O sent to sys.stdout and sys.stderr. Doing so may deadlock in some code. Not doing so may not display text that has been output without newline.

Internal Name: **debug.flush-io**

Data Specification: **[Always, Only if Single-Threaded, Never]**

Default Value: **single-thread**

### **Shell Encoding**

Encoding of input/output in the integrated Python Shell and Debug Console

Internal Name: **debug.debug-probe-encoding**

Data Specification: **[None or [Use default stdin / stdout encoding, None, English ascii, Unicode (UTF-16) utf-16, Unicode (UTF-16, big endian) utf-16-be, Unicode (UTF-16, little endian) utf-16-le, Unicode (UTF-7) utf-7, Unicode (UTF-8) utf-8, Western European iso8859-15, Western European latin-1, Western European mac-roman, Arabic iso8859-6, Baltic Languages iso8859-13, Baltic Languages iso8859-4, Celtic Languages iso8859-14, Central and Eastern European iso8859-2, Central and Eastern European mac-latin2, Cyrillic Languages iso8859-5, Cyrillic Languages mac-cyrillic, Esperanto and Maltese iso8859-3, Greek iso8859-7, Greek mac-greek, Hebrew iso8859-8, Icelandic mac-iceland, Nordic Languages iso8859-10, Turkish iso8859-9, Turkish mac-turkish, Western European cp1140, Western European cp1252, Western European cp850, Arabic cp1256, Arabic cp864, Baltic Languages cp1257, Baltic Languages cp775, Canadian English/French cp863, Central and Eastern European cp1250, Central and Eastern European cp852, Chinese (PRC) big5hkscs, Chinese (PRC) gb18030, Chinese (PRC) gb2312, C**

Chinese (PRC) gbk, Chinese (PRC) hz, Chinese (ROC) big5, Chinese (ROC) cp950, Cyrillic Languages cp1251, Cyrillic Languages cp855, Danish, Norwegian cp865, Greek cp1253, Greek cp737, Greek cp869, Greek cp875, Hebrew cp1255, Hebrew cp424, Hebrew cp856, Hebrew cp862, Icelandic cp861, Japanese cp932, Japanese euc-jis-2004, Japanese euc-jisx0213, Japanese euc-jp, Japanese iso-2022-jp, Japanese iso-2022-jp-1, Japanese iso-2022-jp-2, Japanese iso-2022-jp-2004, Japanese iso-2022-jp-3, Japanese iso-2022-jp-ext, Japanese shift-jis, Japanese shift-jis-2004, Japanese shift-jisx0213, Korean cp949, Korean iso-2022-kr, Korean johab, Portuguese cp860, Russian koi8-r, Thai cp874, Turkish cp1026, Turkish cp1254, Turkish cp857, US, Australia, New Zealand, S. Africa cp437, US, Canada, and Others cp037, Ukrainian koi8-u, Urdu cp1006, Vietnamese cp1258, Western European cp500]]

Default Value: **utf\_8**

### Pretty Print in Shells

Enable to use pprint.pprint to display values in the Python Shell and Debug Console.

Internal Name: **debug.pretty-print-in-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### OS Commands Encoding

Default encoding of sub-process input/output when run in the OS Commands panel. This can be overridden on a per-command basis, in each command's properties.

Internal Name: **consoles.encoding**

Data Specification: **[None or [Console default (utf-8), None, English ascii, Unicode (UTF-16) utf-16, Unicode (UTF-16, big endian) utf-16-be, Unicode (UTF-16, little endian) utf-16-le, Unicode (UTF-7) utf-7, Unicode (UTF-8) utf-8, Western European iso8859-15, Western European latin-1, Western European mac-roman, Arabic iso8859-6, Baltic Languages iso8859-13, Baltic Languages iso8859-4, Celtic Languages iso8859-14, Central and Eastern European iso8859-2, Central and Eastern European mac-latin2, Cyrillic Languages iso8859-5, Cyrillic Languages mac-cyrillic, Esperanto and Maltese iso8859-3, Greek iso8859-7, Greek mac-greek, Hebrew iso8859-8, Icelandic mac-iceland, Nordic Languages iso8859-10, Turkish iso8859-9, Turkish mac-turkish, Western European cp1140, Western European cp1252, Western European cp850, Arabic cp1256, Arabic cp864, Baltic Languages cp1257, Baltic Languages cp775, Canadian English/French cp863, Central and Eastern European cp1250, Central and Eastern European cp852, Chinese (PRC) big5hkscs, Chinese (PRC) gb18030, Chinese (PRC) gb2312, Chinese (PRC) gbk, Chinese (PRC) hz, Chinese (ROC) big5, Chinese (ROC) cp950, Cyrillic Languages cp1251, Cyrillic Languages cp855, Danish, Norwegian cp865, Greek cp1253, Greek cp737, Greek cp869, Greek cp875, Hebrew cp1255, Hebrew cp424, Hebrew cp856, Hebrew cp862, Icelandic cp861, Japanese cp932, Japanese euc-jis-2004, Japanese euc-jisx0213, Japanese euc-jp, Japanese iso-2022-jp, Japanese iso-2022-jp-1, Japanese iso-2022-jp-2, Japanese iso-2022-jp-2004, Japanese iso-2022-jp-3, Japanese iso-2022-jp-ext, Japanese shift-jis, Japanese shift-jis-2004, Japanese shift-jisx0213, Korean cp949, Korean iso-2022-kr, Korean johab, Portuguese cp8**

**60, Russian koi8-r, Thai cp874, Turkish cp1026, Turkish cp1254, Turkish cp857, US, Australia , New Zealand, S. Africa cp437, US, Canada, and Others cp037, Ukrainian koi8-u, Urdu cp1006, Vietnamese cp1258, Western European cp500]]**

Default Value: **None**

### **Use External Console**

Selects whether to use the integrated Debug I/O tool for debug process input/output or an external terminal window. Use an external window if your debug process depends on details of the command prompt environment for cursor movement, color text, etc. External consoles only work for locally run code. Remote debugging always uses the Debug I/O tool. To debug code running remotely in an external console, use wingdbstub to initiate debug.

Internal Name: **debug.external-console**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **External Console Waits on Exit**

Determines whether to leave up the console after normal program exit, or to close the console right away in all cases. This is only relevant when running with an external native console instead of using the integrated Debug I/O tool.

Internal Name: **debug.persist-console**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **External Consoles**

A list of the terminal programs that are used with debug processes when running with an external console. Each is tried in turn until one is found to exist. If just the name is given, Wing will look for each first on the PATH and then in likely places. Specify the full path (starting with "/") to use a specific executable. If program arguments are specified, they must end with the argument that indicates that the rest of arguments are the program to run in the terminal. If the program name starts with `${WINGHOME}` , `${WINGHOME}` is replaced by the Wing install directory. On macOS if the program name ends is .applescript, the environment is loaded from a file before starting the debugger.

Internal Name: **debug.x-terminal**

Data Specification: **[tuple of: <type str>]**

Default Value: **['\${WINGHOME}/resources/osx/run-in-terminal.applescript', 'gnome-terminal "--title=Wing Debug Process" -x', 'xterm -T "Wing Debug Process" -e', 'konsole -T "Wing Debug Process" -e', 'rxvt -T "Wing Debug Process" -e']**

- **Data Display**

**Show \_\_name Protected Variables**

## Preferences Reference

Controls whether the debugger shows protected variables (with one leading underscore) in the Stack Data view.

Internal Name: **debug.show-protected-variables**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Show \_\_\_\_name Private Variables**

Controls whether the debugger shows private variables (with two leading underscores) in the Stack Data view.

Internal Name: **debug.show-private-variables**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Show \_\_\_\_name\_\_\_\_ Special Variables**

Controls whether the debugger shows special variables (with two leading and two trailing underscores) in the Stack Data view.

Internal Name: **debug.show-special-variables**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Show Memory Addresses**

Controls whether the debugger shows memory addresses as part of the display of object instances.

Internal Name: **debug.show-memory-addresses**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Huge List Threshold**

Defines the length threshold over which a list, dict, or other complex type will be considered too large to show in the debugger. If this is set too large, the debugger will time out (see the Network Timeout preference)

Internal Name: **debug.huge-list-threshold**

Data Specification: **<type int>**

Default Value: **2000**

### **Huge String Threshold**

Defines the length over which a string is considered too large to fetch for display in the debugger. If this is set too large, the debugger will time out (see the Network Timeout preference).

Internal Name: **debug.huge-string-threshold**

Data Specification: **<type int>**

Default Value: **64000**

### Show Data Warnings

Controls whether or not time out, huge value, and error handling value errors are displayed by the debugger the first time they are encountered in each run of Wing.

Internal Name: **debug.show-debug-data-warnings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### • Data Filters

#### Omit Types

Lists types for which values are never shown by the debugger. The strings here are compared with `type(value).__name__` and the value is omitted if a match is found.

Internal Name: **debug.omit-types**

Data Specification: **[tuple of: <type str>]**

Default Value: **('function', 'builtin\_function\_or\_method', 'class', 'classobj', 'instance method', 'type', 'module', 'ufunc', 'cython\_function\_or\_method', 'wrapper\_descriptor', 'method\_descriptor', 'methoddescriptor', 'member\_descriptor', 'classmethod', 'staticmethod')**

#### Omit Names

Defines variable/key names for which values are never shown by the debugger.

Internal Name: **debug.omit-names**

Data Specification: **[tuple of: <type str>]**

Default Value: **()**

#### Do Not Expand

Lists types for which values should never be probed for contents. These are types that are known to crash when the debugger probes them because they contain buggy data value extraction code. These values are instead shown as an opaque value with hex object instance id and are never accessed for runtime introspection. The strings here are compared with `type(value).__name__` and a value is not probed if a match is found.

Internal Name: **debug.no-probe-types**

Data Specification: **[tuple of: <type str>]**

Default Value: **('GdkColormap', 'IOBTree', 'JPackage', 'cython\_function\_or\_method')**

### • Introspection

### Resolve Properties

Set to show property values in the debug data views. This should be used with caution. It enables invocation of the `fget()` method on the property, which in some code bases can execute unwanted code, make unexpected changes to runtime state, hang on lengthy computations, trigger thread deadlocks, or crash on buggy user code while debug data is being displayed in the IDE.

Internal Name: **debug.resolve-properties**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Allow Calls in Data Inspection

Enable to allow Python code and other dynamic calls to be invoked while inspecting data in the debugger, for display in any part of the IDE's user interface. This should be used with caution because it can cause the debug process to execute unwanted code, make unexpected changes to runtime state, hang on lengthy computations, deadlock threads, or crash in buggy code.

Internal Name: **debug.allow-dynamic-introspection**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Call Python `__repr__` Methods

Allow `__repr__` methods implemented in Python to be invoked. Disable this if the `__repr__` methods take too long to complete or fail due to other bugs.

Internal Name: **debug.allow-bytecode-repr**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Inspect Base Classes

Whether to inspect base classes for class attributes. Disable this to work around crashing in packages such as `openerp` and `odoo`.

Internal Name: **debug.max-base-classes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **Listening**

### Accept Debug Connections

Controls whether or not the debugger listens for connections from an externally launched program. This should be enabled when the debug program is not launched by the IDE.

Internal Name: **debug.passive-listen**



Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Kill Externally Launched Processes**

Enable or disable terminating debug processes that were launched from outside of the IDE. When disabled, Wing just detaches from the process, leaving it running.

Internal Name: **debug.enable-kill-external**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Server Host**

Determines the network interface on which the debugger listens for connections. This can be a symbolic name, an IP address, or left unspecified to indicate that the debugger should listen on all valid network interfaces on the machine. Note that when a debug session is launched from within the IDE (with the Run button), it always connects from the loopback interface (127.0.0.1)

Internal Name: **debug.network-server**

Data Specification: **[None or <type str>]**

Default Value: **None**

### **Server Port**

Determines the TCP/IP port on which the IDE will listen for the connection from the debug process. This needs to be unique for each developer working on a given host. The debug process, if launched from outside of the IDE, needs to be told the value specified here using kWingHostPort inside wingdbstub.py or by WINGDB\_HOSTPORT environment variable before importing wingdbstub in the debug process.

Internal Name: **debug.network-port**

Data Specification: **[from 0 to 65535]**

Default Value: **50005**

## **• Network**

### **Use Digests to Identify Files**

Controls whether to build an inferred location map from file digest matches that are found locally when debugging files on a remote host. This allows the debugger to find files that are not in the project and were not found to be imported by static analysis, or that are still waiting to be scanned.

Internal Name: **debug.use-digests-to-identify-files**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Warn About Ambiguous Digest Matches**

## Preferences Reference

Controls whether to show a dialog when the debugger detects a remote file that matches more than one local file.

Internal Name: **debug.show-multiple-local-files**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Location Map

Defines a mapping between the remote and local locations of files for host-to-host debugging. This is used only for manual remote debug configuration and is ignored when debug is controlled by a remote host configuration. For each specific IP address or IP address with wildcards (e.g. 10.1.1.\*), a remote and local prefix is given. This should be used when full paths of files on the remote host do not match those for the same files on the local host. Wing assumes an external file server or synchronization protocol is in use and does not itself transfer the files.

Internal Name: **debug.location-map**

Data Specification: **[dict; keys: <ip4 address #.#.#.#>, values: [None or [list of: [tuple length 2 of: <type str>, <type str>]]]]**

Default Value: **{'127.0.0.1': None}**

### Connection Keep Alive

Number of seconds between keep-alive messages sent to the debug process so that the connection doesn't close due to inactivity. Use a value  $\leq 0$  to disable the sending of keep-alive messages

Internal Name: **debug.send-keep-alive-seconds**

Data Specification: **<type int>**

Default Value: **60**

### Network Timeout

Controls the amount of time that the IDE will wait for the debug process to respond before it gives up. This protects the IDE from freezing up if your program running within the debug process crashes or becomes unavailable. It must also be taken into account when network connections are slow or if sending large data values (see the Huge List Threshold and Hug String Threshold preferences).

Internal Name: **debug.network-timeout**

Data Specification: **<type float>, <type int>**

Default Value: **10**

### Close Connection on Timeout

Controls whether the debugger will close the connection after any data handling timeout. This reduces the potential for hanging on data handling issues, but increases the chances the debug connection will be unnecessarily closed if any inspection of data takes more than the configured timeout to complete.

Internal Name: **debug.close-on-timeout**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Allowed Hosts

Sets which hosts are allowed to connect to the debugger when it is listening for externally launched programs. Host names, specific IP numbers, or IP number dotted quad masks with \* to match anything (e.g. 10.1.1.\*) may be used. This is used only for manual remote debug configuration and is ignored when debug is controlled by a remote host configuration.

Internal Name: **debug.passive-hosts**

Data Specification: **[tuple of: <type str>]**

Default Value: **(['\*.\*.\*'],)**

### Common Attach Hosts

List of host/port combinations that should be included by default in the attach request list shown with Attach to Process in the Debug menu, in addition to those that are registered at runtime. These are used primarily with manual remote debug configuration, and are not necessary when debug is controlled by a remote host configuration. This value corresponds with kAttachPort configured in wingdbstub.py or by WINGDB\_ATTACHPORT environment variable before importing wingdbstub in the debug process.

Internal Name: **debug.attach-defaults**

Data Specification: **[tuple of: [tuple length 2 of: <type str>, [from 0 to 65535]]]**

Default Value: **((['127.0.0.1', 50015],)**

### • Shells

#### Enable Debugging

Enables debugging code executed in the Python Shell or Debug Console.

Internal Name: **debug.debug-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

#### Enable Recursive Prompt

Enables recursive debugging in the Python Shell and Debug Console.

Internal Name: **debug.recursive**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

#### Pretty Print

## Preferences Reference

Enable to use `pprint.pprint` to display values in the Python Shell and Debug Console.

Internal Name: **debug.pretty-print-in-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Auto-Restart when Switch Projects

Auto-restart the Python Shell when changing projects. When this is disabled, the Python Shell will continue to use environment from the previously opened project.

Internal Name: **debug.shell-auto-restart-proj-switch**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Auto-Restart when Evaluate File

Auto-restart the Python Shell before a file is evaluated within it. When this is disabled, be aware that previously defined symbols will linger in the Python Shell environment.

Internal Name: **debug.shell-auto-restart-before-eval**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Prompt to Confirm Restart

Whether to prompt when restarting the Python Shell as a result of restarting debugging.

Internal Name: **debug.prompt-to-restart-python-shell-debug**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Filter History by Entered Prefix

Enable to filter shell history traversal when something is entered prior to starting traversal. When enabled, Wing will only show history items starting with the text between the start of the current item and the caret.

Internal Name: **debug.filter-shell-history**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Evaluate Only Whole Lines

Evaluate whole lines from editor rather than the exact selection, when a selection from the editor is sent to the Python Shell tool.

Internal Name: **debug.shell-eval-whole-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **Execute Pasted Lines in Shells Immediately**

Whether to always execute immediately after text is pasted into a shell. Note that if the number of lines exceed the pasted line threshold, the lines are immediately executed.

Internal Name: **debug.shell-always-execute-on-paste**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **Show Editor on Exceptions in Shells**

Controls whether the debugger raises source files to indicate exception locations encountered when working in the Debug Console, and other debugger tools.

Internal Name: **debug.raise-from-tools**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **Shells Ignore Editor Modes**

Set to False so that shells will act modal in the same way as editors when working with a modal key bindings such as that for VI. When True, the shells always act as if in Insert mode.

Internal Name: **debug.shells-ignore-editor-modes**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

## **• Advanced**

### **Termination Model**

How to terminate debug when a parent process or child process is terminated. A process group includes any all parent and child processes, up to the initially launched process, including also grand-children and any other descendent process.

Internal Name: **debug.multi-process-kill-model**

Data Specification: **[leave-running, auto-kill-group, prompt]**

Default Value: **auto-kill-group**

### **Ignore Unsynchronized Files**

Controls whether or not Wing ignores files that were not saved before starting debug or that have changed since they were loaded by the debug process. Wing normally will warn of unsynchronized files since breakpoints may not be reached and stepping through the files may not work properly if lines have moved. Checking this option turns off these warnings.

Internal Name: **gui.ignore-unsaved-before-action**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### Step Past importlib Frames

Controls where Wing ignores code inside of Python's importlib machinery when stepping through code. When enabled, Step Into on an import statement continues until it reaches the top level of the module being imported (or results in ImportError or moves past the import if the module was already imported), and Step Out will skip over frames in importlib.

Internal Name: **debug.ignore-import-lib**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Use sys.stdin Wrapper

Whether sys.stdin should be set a wrapper object for user input in the program being debugged. The wrapper allows debug commands, such as pause, to be executed while the program is waiting for user input. The wrapper may cause problems with multi-threaded programs that use C stdio functions to read directly from stdin and will be slower than the normal file object. However, turning this preference off means that your debug process will not pause or accept breakpoint changes while waiting for keyboard input, and any keyboard input that occurs as a side effect of commands typed in the Debug Console will happen in unmodified stdin instead (even though output will still appear in the Debug Console as always).

Internal Name: **debug.use-stdin-wrapper**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### When Build Fails

Controls whether to start debugging if the defined build process fails

Internal Name: **debug.debug-if-build-fails**

Data Specification: **[None, 0, 1]**

Default Value: **None**

### Default Watch Style

Sets the tracking style used when a value is double clicked in order to watch it. Values may be tracked by symbolic name, by object reference and attribute by name, and by direct object reference.

Internal Name: **debug.default-watch-style**

Data Specification: **[symbolic, parent-ref, ref]**

Default Value: **symbolic**

### Move Breakpoints to Valid Lines

Whether to automatically move breakpoints to a valid position when they are placed on a line that will not be reached by the Python interpreter, such as within certain types of multi-line expressions.

Internal Name: **debug.move-breakpoints**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Show Breaks Moved Dialog

Whether to show a dialog when a breakpoint is set on a different line than the selected on.

Internal Name: **debug.show-breaks-moved-message**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Animate Debug Data Tooltips

Whether to animate debug data tips shown when Shift-Space is pressed.

Internal Name: **debug.animate-data-tips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

## • Diagnostics

### Debug Internals Log File

This is used to obtain verbose information about debugger internals in cases where you are having problems getting debugging working. The resulting log file can be emailed to [support@wingware.com](mailto:support@wingware.com) along with your bug report for interpretation. Logging can be disabled, or sent to stderr, stdout, or a file. When enabled, the debugger will run more slowly.

Internal Name: **debug.logfile**

Data Specification: **[one of: None, [<stderr>, <stdout>], <type str>]**

Default Value: **None**

### Extremely Verbose Internal Log

This is used to turn on very verbose and detailed logging from the debugger. This should only be enabled at the request of Wingware Technical Support and will drastically slow down the debugger.

Internal Name: **debug.very-verbose-log**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### Python Shell Debug Log

## Preferences Reference

This is used to obtain verbose information about the Python Shell internals in cases where you are having problems getting it working. The resulting log file can be emailed to [support@wingware.com](mailto:support@wingware.com) along with your bug report for interpretation. Logging can be disabled, or sent to stderr, stdout, or a file. When enabled, the Python Shell will run more slowly.

Internal Name: **debug.shell-logfile**

Data Specification: **[one of: None, [<stderr>, <stdout>], <type str>]**

Default Value: **None**

### Extremely Verbose Python Shell Debug Log

This is used to turn on very verbose and detailed logging from the Python Shell internals. This should only be enabled at the request of Wingware Technical Support and will drastically slow down the Python Shell.

Internal Name: **debug.very-verbose-shell-log**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## Source Analysis

### Introspect Live Runtime

Set to introspect live Python runtimes for information displayed in autocompletion, the Source Assistant, and debug data value tooltips. Runtimes introspected include the Python Shell and live debug processes stopped at an exception or breakpoint.

Internal Name: **debug.introspect-in-shells**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### Typing Suspend Timeout

Number of seconds between last key press and when analysis is re-enabled if analysis is to be suspended while typing occurs. If  $\leq 0$ , analysis is not suspended.

Internal Name: **edit.suspend-analysis-timeout**

Data Specification: **<type float>, <type int>**

Default Value: **1**

### Max Cache Size (MB)

The maximum size of the disk cache in megabytes

Internal Name: **pysource.max-disk-cache-size**

Data Specification: **[from 100 to 100000]**

Default Value: **2000**



### Max Memory Buffers

The maximum # of analysis info buffers that can be in-memory at once for files that are not open.

Internal Name: **pysource.max-background-buffers**

Data Specification: **[from 50 to 300]**

Default Value: **80**

### Analyze Function and Method Calls

Whether to analyze function calls and record the types of values passed as arguments to functions. The disk cache should be cleared after this value is changed.

Internal Name: **pysource.analyze-function-calls**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

#### • Advanced

### Interface File Path

Path to search for interface files for extension modules. If directory name is relative, it will be interpreted as relative to the user settings directory (USER\_SETTINGS\_DIR)

Internal Name: **pysource.interfaces-path**

Data Specification: **[tuple of: <type str>]**

Default Value: **('pi-files',)**

### Scrape Extension Modules

Enable to automatically load and introspect extension modules and other modules that cannot be statically analysed. These modules are loaded in another process space and 'scraped' to obtain at least some analysis of the module's contents.

Internal Name: **pysource.scrape-modules**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### Scraping Helper Snippets

This is a dictionary from module name to Python code that should be executed before attempting to load extension modules for scraping. This is needed in cases where the extension modules are designed to be loaded only after some configuration magic is performed. For most extension modules, no extra configuration should be needed.

Internal Name: **pysource.scrape-config**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

```

Default Value: {'gtk': 'import pygtk\nvers = pygtk._get_available_versions().keys()\nvers.sort()\nvers.reverse()\nfor v in vers:\n try:\n  pygtk.require(v)\n  break\n except:\n  pass\n', 'gdk': 'import pygtk\nvers = pygtk._get_available_versions().keys()\nvers.sort()\nvers.reverse()\nfor v in vers:\n try:\n  pygtk.require(v)\n  break\n except:\n  pass\n', 'pango': 'import py\ngtk\nvers = pygtk._get_available_versions().keys()\nvers.sort()\nvers.reverse()\nfor v in vers:\n try:\n  pygtk.require(v)\n  break\n except:\n  pass\n', 'atk': 'import pygtk\nvers = pygtk._\n_get_available_versions().keys()\nvers.sort()\nvers.reverse()\nfor v in vers:\n try:\n  pygtk.r\nquire(v)\n  break\n except:\n  pass\n', 'gobject': 'import pygtk\nvers = pygtk._get_availabl\n_e_versions().keys()\nvers.sort()\nvers.reverse()\nfor v in vers:\n try:\n  pygtk.require(v)\n  break\n except:\n  pass\n', 'wxpython': 'pass', 'Qt': 'try:\n from PyQt4 import Qt\nexcept:\n try:\n  from PyQt5 import Qt\n  except:\n   from PySide import Qt\n', 'QScintilla': 'try:\n from Py\nQt4 import QScintilla\nexcept:\n try:\n  from PyQt5 import QScintilla\n  except:\n   from PySide impo\nrt QScintilla\n', 'QtAssistant': 'try:\n from PyQt4 import QtAssistant\nexcept:\n try:\n  from PyQt\n5 import QtAssistant\n  except:\n   from PySide import QtAssistant\n', 'QtCore': 'try:\n from\nPyQt4 import QtCore\nexcept:\n try:\n  from PyQt5 import QtCore\n  except:\n   from PySid\n e import QtCore\n', 'QtDesigner': 'try:\n from PyQt4 import QtDesigner\nexcept:\n try:\n  fr\nom PyQt5 import QtDesigner\n  except:\n   from PySide import QtDesigner\n', 'QtGui': 'try:\n\nfrom PyQt4 import QtGui\nexcept:\n try:\n  from PyQt5 import QtGui\n  except:\n   from Py\nSide import QtGui\n', 'QtHelp': 'try:\n from PyQt4 import QtHelp\nexcept:\n try:\n  from Py\nQt5 import QtHelp\n  except:\n   from PySide import QtHelp\n', 'QtNetwork': 'try:\n from PyQ\n t4 import QtNetwork\nexcept:\n try:\n  from PyQt5 import QtNetwork\n  except:\n   from Py\nSide import QtNetwork\n', 'QtOpenGL': 'try:\n from PyQt4 import QtOpenGL\nexcept:\n try:\n\n  from PyQt5 import QtOpenGL\n  except:\n   from PySide import QtOpenGL\n', 'QtScript':\n'try:\n from PyQt4 import QtScript\nexcept:\n try:\n  from PyQt5 import QtScript\n  except:\n\n  from PySide import QtScript\n', 'QtScriptTools': 'try:\n from PyQt4 import QtScriptTools\n\nexcept:\n try:\n  from PyQt5 import QtScriptTools\n  except:\n   from PySide import QtScr\niptTools\n', 'QtSql': 'try:\n from PyQt4 import QSql\nexcept:\n try:\n  from PyQt5 import Qt\nSql\n  except:\n   from PySide import QSql\n', 'QtSvg': 'try:\n from PyQt4 import QtSvg\n\nexcept:\n try:\n  from PyQt5 import QtSvg\n  except:\n   from PySide import QtSvg\n', 'QtTest\n': 'try:\n from PyQt4 import QtTest\nexcept:\n try:\n  from PyQt5 import QtTest\n  except:\n\n  from PySide import QtTest\n', 'QtWebKit': 'try:\n from PyQt4 import QtWebKit\nexcept:\n t\nry:\n  from PyQt5 import QtWebKit\n  except:\n   from PySide import QtWebKit\n', 'QtXml': '\ntry:\n from PyQt4 import QtXml\nexcept:\n try:\n  from PyQt5 import QtXml\n  except:\n  f\nrom PySide import QtXml\n', 'QtXmlPatterns': 'try:\n from PyQt4 import QtXmlPatterns\n\nexc\nept:\n try:\n  from PyQt5 import QtXmlPatterns\n  except:\n   from PySide import QtXmlPat\nterns\n', 'QtUiTools': 'try:\n from PyQt4 import QtUiTools\nexcept:\n try:\n  from PyQt5 imp\nort QtUiTools\n  except:\n   from PySide import QtUiTools\n', 'QtDeclarative': 'try:\n from Py\nQt4 import QtDeclarative\nexcept:\n try:\n  from PyQt5 import QtDeclarative\n  except:\n  f\nrom PySide import QtDeclarative\n', 'QtWidgets': 'try:\n from PyQt4 import QtWidgets\n\nexce\npt:\n try:\n  from PyQt5 import QtWidgets\n  except:\n   from PySide import QtWidgets\n', '_\ngst': 'from gst import _gst', 'h5py': 'import h5py'}

```

**Python Docs URL Prefix**

## Preferences Reference

Prefix for Python Standard Library Documentation. This should be in the form <https://docs.python.org/library/> and Wing will append module and symbol specific to the given URL. To use locally stored documentation, you must run a local web server since # bookmarks do not work in file: URLs.

Internal Name: **pysource.python-doc-url-prefix**

Data Specification: **[None or <type int>]**

Default Value: **None**

### ***Version Control***

#### **Enable built-in version control**

Enable the integrated version control system.

Internal Name: **versioncontrol.enable-non-script**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **Save files without prompting**

Save without prompting before running version control commands.

Internal Name: **versioncontrol.save-without-prompting**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **Track changes made in project tool**

Track file add, remove, and rename operations made with Wing's Project view into the version control repository.

Internal Name: **versioncontrol.track-disk-operations**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **Automatically refresh status**

Watch disk for version control changes and refresh the Project view and Project Status accordingly.

Internal Name: **versioncontrol.watch-disk**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **Enable diagnostic logging**

Log all commands to ide.log in the user settings directory.

Internal Name: **versioncontrol.log-all-commands**

## Preferences Reference

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### • SVN

#### Active

When Subversion version control support is active

Internal Name: **.versioncontrol.svn.active**

Data Specification: **[always-active, active-if-project-dir, not-active]**

Default Value: **active-if-project-dir**

#### SVN Executable

Executable command to run Subversion

Internal Name: **.versioncontrol.svn.executable**

Data Specification: **<type str>**

Default Value: **svn**

#### SVN Admin Executable

Executable command to run svn

Internal Name: **versioncontrol.svn.svnadmin-executable**

Data Specification: **<type str>**

Default Value: **svnadmin**

#### Extra Global Arguments

Extra arguments to pass to every command.

Internal Name: **versioncontrol.svn.extra-global-args**

Data Specification: **<type str>**

Default Value: **""**

### • Git

#### Active

When Git version control support is active

Internal Name: **.versioncontrol.git.active**

Data Specification: **[always-active, active-if-project-dir, not-active]**

Default Value: **active-if-project-dir**

#### Git Executable

## Preferences Reference

Executable command to run Git

Internal Name: **.versioncontrol.git.executable**

Data Specification: **<type str>**

Default Value: **git**

### **Use --porcelain**

Use --porcelain output for git status

Internal Name: **versioncontrol.git.use-porcelain**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **• Mercurial**

#### **Active**

When Mercurial version control support is active

Internal Name: **.versioncontrol.hg.active**

Data Specification: **[always-active, active-if-project-dir, not-active]**

Default Value: **active-if-project-dir**

#### **Mercurial Executable**

Executable command to run Mercurial

Internal Name: **.versioncontrol.hg.executable**

Data Specification: **<type str>**

Default Value: **hg**

#### **Extra Global Arguments**

Extra arguments to pass to every command.

Internal Name: **versioncontrol.hg.extra-global-args**

Data Specification: **<type str>**

Default Value: **--encoding=utf8**

#### **Don't Find Unregistered Files**

Don't find unregistered files when scanning for file status. This can substantially reduce the time to scan large repositories.

Internal Name: **versioncontrol.hg.dont-find-unregistered**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

- **CVS**

**Active**

When CVS version control support is active

Internal Name: **.versioncontrol.cvs.active**

Data Specification: **[always-active, active-if-project-dir, not-active]**

Default Value: **active-if-project-dir**

**CVS Executable**

Executable command to run CVS

Internal Name: **.versioncontrol.cvs.executable**

Data Specification: **<type str>**

Default Value: **cvs**

**Extra Global Arguments**

Extra arguments to pass to every command.

Internal Name: **versioncontrol.cvs.extra-global-args**

Data Specification: **<type str>**

Default Value: **-z3**

- **Perforce**

**Active**

When Perforce version control support is active

Internal Name: **.versioncontrol.perforce.active**

Data Specification: **[always-active, active-if-project-dir, not-active]**

Default Value: **not-active**

**Perforce Executable**

Executable command to run Perforce

Internal Name: **.versioncontrol.perforce.executable**

Data Specification: **<type str>**

Default Value: **p4**

**Extra Global Arguments**

Extra arguments to pass to every command.

Internal Name: **versioncontrol.perforce.extra-global-args**

Data Specification: **<type str>**

Default Value: **""**

### **Don't Find Unregistered Files**

Don't find unregistered files when scanning for file status. This can substantially reduce the time to scan large repositories.

Internal Name: **versioncontrol.perforce.dont-find-unregistered**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

## ***Remote Development***

### **SSH Implementation**

The SSH implementation to use for remote development. This is used to launch Wing's remote agent and to establish secure SSH tunnels for debugging on remote systems. When searching on the PATH, Wing will look for OpenSSH's ssh. If it cannot be found, the built-in SSH implementation is used instead.

Internal Name: **main.ssh-executable**

Data Specification: **[None or <type str>]**

Default Value: **None**

### **Allow Access to SSH User Agent**

Controls whether to allow access to an SSH user agent like OpenSSH's ssh-agent or PuTTY's pageant.

Internal Name: **main.use-ssh-agent**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **SSH Timeout**

The maximum time in seconds to wait for SSH connections to be established.

Internal Name: **main.ssh-timeout**

Data Specification: **<type int>**

Default Value: **10**

### **Hung Connection Timeout**

The maximum time in seconds to wait if a connection to a remote host is not responding. Afterwards the connection is closed and retried.

Internal Name: **main.hung-connection-threshold**

Data Specification: **<type int>**

Default Value: **15**

### **Warn when Edit Active Remote Configuration**

Controls whether to show a warning before editing a remote host configuration that is currently in use.

Internal Name: **main.show-remote-config-warning**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Write Remote Diagnostics to IDE Log**

Controls whether remote agent activity is directed into the IDE log instead of being written on the remote host. This will slow down the remote agent and should only be enabled at the request of Wingware Technical Support.

Internal Name: **main.write-remote-log-to-ide-log**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## ***IDE Extension Scripting***

### **Auto-Reload Scripts on Save**

When enabled, Wing will automatically reload scripts that extend the IDE when they are edited and saved from the IDE. This makes developing extension scripts for the IDE very fast, and should work in most cases. Disable this when working on extension scripts that do not reload properly, such as those that reach through the scripting API extensively.

Internal Name: **main.auto-reload-scripts**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **Search Path**

Specifies the directories in which Wing will look for user-defined scripts that extend the functionality of the IDE itself. The directory names may contain environment variables in the \$(envname) form. Use \$(WING:PROJECT\_DIR) for the project directory. For each directory, Wing will load all found Python modules and packages, treating any function whose name starts with a letter (not \_ or \_\_) as a script-provided command. Extension scripts found in files within directories later in the list will override scripts of the same name found earlier, except that scripts can never override commands that are defined internally in Wing itself (these are documented in the Command Reference in the users manual). See the Scripting and Extending chapter of the manual for more information on writing and using extension scripts.

Internal Name: **main.script-path**

Data Specification: **[list of: <type str>]**



Default Value: **['USER\_SETTINGS\_DIR/scripts']**

## ***Network***

### **Use HTTPS to wingware.com**

Whether to use secure https (port 443) when accessing wingware.com for license activation, update checks, and submitting feedback or bug reports. When disabled, http (port 80) is used instead.

Internal Name: **main.secure-http-to-wingware**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **HTTP Proxy Server**

Allows manual configuration of an http proxy to be used for feedback, bug reports, and license activation, all of which result in Wing connecting to wingware.com via http. Leave user name and password blank if not required.

Internal Name: **main.http-proxy**

Data Specification: **[None or [tuple length 4 of: <type str>, <type int>, <type str>, <type str>]]**

Default Value: **None**

## ***Internal Preferences***

### ***Core Preferences***

#### **main.autocheck-remote-agent-version**

When enabled, Wing will show a dialog offering to update any remote agent that does not match Wing's version.

Internal Name: **main.autocheck-remote-agent-version**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

#### **main.debug-break-on-critical**

If True and a gtk, gdk, or glib critical message is logged, Wing tries to start a C debugger and break at the current execution point

Internal Name: **main.debug-break-on-critical**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

#### **main.extra-mime-type-comments**

This is a map from mime type to tuple of start/end comment characters for each mime type. One entry should be added for each new mime type added with the main.extra-mime-types preference.

## Preferences Reference

Internal Name: **main.extra-mime-type-comments**

Data Specification: **[dict; keys: <type str>, values: [tuple length 2 of: <type str>, <type str>]]**

Default Value: **{}**

### **main.extra-mime-type-names**

This is a map from mime type to displayable name for that mime type; one entry should be added for each new mime type added with the main.extra-mime-types preference.

Internal Name: **main.extra-mime-type-names**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{}**

### **main.help-font-zoom**

The amount by which to zoom font sizes in or out in the documentation viewer.

Internal Name: **main.help-font-zoom**

Data Specification: **<type float>**

Default Value: **1.0**

### **main.ignored-update**

Used internally to keep track of latest version the user is not interested in

Internal Name: **main.ignored-update**

Data Specification: **[tuple of: <type int>]**

Default Value: **(0, 0, 0, 0)**

### **main.last-dark-theme**

Used internally to remember the most recently used dark theme

Internal Name: **main.last-dark-theme**

Data Specification: **[tuple length 2 of: [None or <type str>], [None or <type str>]]**

Default Value: **('one-dark', None)**

### **main.last-light-theme**

Used internally to select the most recently used light theme.

Internal Name: **main.last-light-theme**

Data Specification: **[tuple length 2 of: [None or <type str>], [None or <type str>]]**

Default Value: **('wing-classic', None)**

### **main.last-prefs-page**

Used internally to select the most recently used prefs page.

## Preferences Reference

Internal Name: **main.last-prefs-page**

Data Specification: **[tuple length 2 of: <type int>, <type int>]**

Default Value: **(-1, -1)**

### **main.last-properties-pages**

Used internally to select the most recently used properties dialog pages.

Internal Name: **main.last-properties-pages**

Data Specification: **[dict; keys: <type str>, values: <type int>]**

Default Value: **{}**

### **main.non-font-scale-factor**

Scale factor for icons, windows, and other graphical elements other than fonts. Can either be a single number or a ; (semicolon) separated list of per-screen scale factors in the format used by the QT\_SCREEN\_SCALE\_FACTORS environment variable. This has no effect if the QT\_SCREEN\_SCALE\_FACTORS environment variable is set before Wing is started Wing must be restarted before this value takes effect.

Internal Name: **main.non-font-scale-factor**

Data Specification: **<type str>**

Default Value: **""**

### **main.plugin-overrides**

Defines which plugins are enabled or disabled.

Internal Name: **main.plugin-overrides**

Data Specification: **[dict; keys: <type str>, values: <boolean: 0 or 1>]**

Default Value: **{}**

### **main.prefs-version**

Used internally to identify prefs file version

Internal Name: **main.prefs-version**

Data Specification: **[None or <type int>]**

Default Value: **None**

### **.main.set-auto-screen-scale-factor**

Automatically set scale factor based on screen dpi.

Internal Name: **.main.set-auto-screen-scale-factor**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **main.sassist-allow-pep287-errors**

Whether to render docstrings even if they contain parse errors at or above the threshold set by Source Assistant PEP 287 Error Threshold. When disabled, failing docstrings are shown as plain text instead. When enabled, a best effort is made to display the formatted docstring while suppressing errors.

Internal Name: **main.sassist-allow-pep287-errors**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **main.sassist-always-show-docstrings**

Whether to always show docstrings in the Source Assistant. When disabled, only the docstring for the last displayed symbol is shown.

Internal Name: **main.sassist-always-show-docstrings**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **main.sassist-pep287-error-level**

The error level at or above which the source assistant will display parse errors in PEP287 docstrings (if showing PEP287 errors) or will fall back to showing plain text (if not showing PEP287 errors). For errors below this threshold, a best attempt is made to achieve a reasonable rendering.

Internal Name: **main.sassist-pep287-error-level**

Data Specification: **[0, 1, 2, 3, 4]**

Default Value: **2**

### **main.sassist-tries-rewrap**

Whether to rewrap plain text docstrings for display in the Source Assistant. This may destroy formatting of some docstrings.

Internal Name: **main.sassist-tries-rewrap**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **main.sassist-show-validity**

Whether show docstring type and validity in the Source Assistant.

Internal Name: **main.sassist-show-validity**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **main.sassist-tries-pep287**

## Preferences Reference

Whether to try parsing docstrings as ReST format for display in the Source Assistant. This may destroy formatting of some docstrings.

Internal Name: **main.sassist-tries-pep287**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **main.suggest-non-font-scale-factor**

Whether to suggest per-screen scale factors at startup, based on inspection of font size on each attached display.

Internal Name: **main.suggest-non-font-scale-factor**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **main.update-history**

History of updates used diagnostically

Internal Name: **main.update-history**

Data Specification: **<type list>**

Default Value: **[]**

## ***User Interface Preferences***

### **gui.alphabetize-tabs**

Whether to keep tabs in alphabetical order.

Internal Name: **gui.alphabetize-tabs**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **gui.feedback-email**

Email address to use by default in the Feedback and Bug Report dialogs

Internal Name: **gui.feedback-email**

Data Specification: **<type str>**

Default Value: **""**

### **gui.last-feedback-shown**

Used internally to avoid showing the feedback dialog on exit over and over again.

Internal Name: **gui.last-feedback-shown**

Data Specification: **<type float>**

## Preferences Reference

Default Value: **0.0**

### **guimgr.last-wingtips-size**

Internal preference used to remember the last size of the Wing Tips window

Internal Name: **guimgr.last-wingtips-size**

Data Specification: **[any value]**

Default Value: **(500, 450)**

### **gui.more-controls-for-search-in-files**

Controls whether "Search in Files" dialog has an extra row of visible options as buttons.

Internal Name: **gui.more-controls-for-search-in-files**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **gui.new-tabs-on-left**

Whether to add new tabs on the left side instead on the right.

Internal Name: **gui.new-tabs-on-left**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **gui.prefered-symbol-order**

Control preferred order in source index displays such as the editor browse menus. Either sort in the order found in the file or alphabetical order.

Internal Name: **gui.prefered-symbol-order**

Data Specification: **[file-order, alpha-order]**

Default Value: **alpha-order**

### **gui.reported-exceptions**

Used internally to remember which unexpected exceptions have already been reported so we only show error reporting dialog once for each.

Internal Name: **gui.reported-exceptions**

Data Specification:  
**[dict; keys: <type str>, values: [dict; keys: <type str>, values: <boolean: 0 or 1>]]**

Default Value: **{}**

### **gui.set-win32-foreground-lock-timeout**

Controls whether or not to set the foreground lock timeout on Windows, where normally Wing will be unable to bring source windows to front whenever the debug process has windows in the foreground. When this preference is true, the system-wide value that prevents background

applications from raising windows is cleared whenever Wing is running. This means that other apps will also be able to raise windows without these restrictions while Wing is running. Set the preference to false to avoid this, but be prepared for windows to fail to raise in some instances. Note: If Wing is terminated abnormally or from the task manager, the changed value will persist until the user logs out.

Internal Name: **gui.set-win32-foreground-lock-timeout**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **gui.show-report-error-dialog**

Whether the error bug reporting dialog (also available from the Help menu) is shown automatically when an unexpected exception is encountered inside Wing.

Internal Name: **gui.show-report-error-dialog**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **gui.show-feedback-dialog**

Whether feedback dialog is shown to user on quit.

Internal Name: **gui.show-feedback-dialog**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **guimgr.show-menu-bar**

Whether to show the menu bar in the window. When this is False, a menu icon is added to the top right.

Internal Name: **guimgr.show-menu-bar**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **gui.startup-show-wingtips**

Controls whether or not the Wing Tips tool is shown automatically at startup of the IDE.

Internal Name: **gui.startup-show-wingtips**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **gui.work-area-rect**

Rectangle to use for the IDE work area on screen. All windows open within this area. Format is (x, y, width, height), or use None for full screen.

Internal Name: **gui.work-area-rect**

Data Specification: **[None or [tuple length 4 of: <type int>, <type int>, <type int>, <type int>]]**

Default Value: **None**

## ***Editor Preferences***

### **consoles.auto-clear**

Automatically clear the OS Commands consoles each time the command is re-executed

Internal Name: **consoles.auto-clear**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **edit.fold-mime-types**

Selects the mime types for which folding should be allowed when folding in general is enabled.

Internal Name: **edit.fold-mime-types**

Data Specification: **[list of: <type str>]**

Default Value: **['text/x-python', 'text/x-python-interface', 'text/x-c-source', 'text/x-cpp-source', 'text/x-java-source', 'text/x-javascript', 'text/html', 'text/x-mako', 'text/x-django', 'text/xml', 'text/x-zope-pt', 'text/x-eiffel', 'text/x-lisp', 'text/x-ruby', 'text/x-cython', 'text/x-yaml', 'application/json']**

### **consoles.wrap-long-lines**

Wrap long output lines in OS Commands tool to fit within available display area.

Internal Name: **consoles.wrap-long-lines**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **consoles.python-prompt-after-execution**

Drop into Python shell after executing any Python file in the OS Commands tool

Internal Name: **consoles.python-prompt-after-execution**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **edit.shared-bookmark-categories**

Bookmark categories that are shared with all projects.

Internal Name: **edit.shared-bookmark-categories**

Data Specification: **[dict; keys: <type str>, values: <type str>]**

Default Value: **{}**



### **edit.sassist-font-zoom**

The amount by which to zoom font sizes in or out in the Source Assistant.

Internal Name: **edit.sassist-font-zoom**

Data Specification: **<type float>**

Default Value: **1.0**

### **edit.symbol-find-alpha-sort**

Controls whether to sort Find Symbol dialog alphabetically or in natural file order

Internal Name: **edit.symbol-find-alpha-sort**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **edit.symbol-find-include-args**

Controls whether to include argument specs in the searchable text used in the Find Symbol dialog

Internal Name: **edit.symbol-find-include-args**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## ***Project Manager Preferences***

### **proj.follow-editor**

Controls whether or not the IDE will follow the current editor by expanding the project tree to show the file open in the editor.

Internal Name: **proj.follow-editor**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **proj.follow-selection**

Controls whether or not the IDE will follow the current project manager selection by opening the corresponding source file in a non-sticky (auto-closing) editor. In either case, the project manager will always open a file in sticky mode when an item is double clicked or the Goto Source context menu item is used.

Internal Name: **proj.follow-selection**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **proj.last-anaconda**

Used internally to store the last successfully used Anaconda installation for New Project.

## Preferences Reference

Internal Name: **proj.last-anaconda**

Data Specification: **<type str>**

Default Value: **""**

### **proj.last-new-project-dir-type**

Used internally to store the last used new project directory type.

Internal Name: **proj.last-new-project-dir-type**

Data Specification: **<type str>**

Default Value: **existing**

### **proj.last-new-project-env-type**

Used internally to store the last used new project environment type.

Internal Name: **proj.last-new-project-env-type**

Data Specification: **<type str>**

Default Value: **existing**

### **proj.last-new-project-python-type**

Used internally to store the last used new project Python type.

Internal Name: **proj.last-new-project-python-type**

Data Specification: **<type str>**

Default Value: **existing**

### **proj.last-new-project-type**

Used internally to store the last used new project type.

Internal Name: **proj.last-new-project-type**

Data Specification: **<type str>**

Default Value: **generic**

### **proj.open-from-project-full-paths**

Match fragments to full path of the file name, rather than just the file name. Full path matching still occurs when the path separation character is included in the search pattern.

Internal Name: **proj.open-from-project-full-paths**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **proj.auto-correct-pyexec**

Whether to automatically correct Python Executable in Project Properties when it does not match the virtualenv created by pipenv.

## Preferences Reference

Internal Name: **proj.auto-correct-pyexec**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### ***Debugger Preferences***

#### **debug.auto-clear-debug-io**

Enable to automatically clear the Debug I/O tool each time a new debug session is started

Internal Name: **debug.auto-clear-debug-io**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

#### **debug.auto-show-debug-io**

Controls whether and when to automatically show the Debug I/O tool when it receives output.

Internal Name: **debug.auto-show-debug-io**

Data Specification: **[False, first, True]**

Default Value: **first**

#### **debug.array-search-all-columns**

Controls whether searching in the debug array view searches all columns or just the visible columns

Internal Name: **debug.array-search-all-columns**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

#### **debug.array-search-case**

Selects whether search in the array view is case sensitive

Internal Name: **debug.array-search-case**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

#### **debug.array-search-type**

Selects the type of search to perform in the array view of debug data: text, wildcard, or regex

Internal Name: **debug.array-search-type**

Data Specification: **[text, wildcard, regex]**

Default Value: **text**

#### **debug.debug-data-vertical**

Controls whether the debugger shows value details in data views vertically or horizontally.

## Preferences Reference

Internal Name: **debug.debug-data-vertical**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **debug.debug-io-focus-for-input**

Enable to raise the Debug I/O tool and place focus into the I/O buffer whenever the debug process is waiting for keyboard input.

Internal Name: **debug.debug-io-focus-for-input**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **debug.debug-io-history**

Enable to maintain a history of Debug I/O, up to the number configured in the Files > Max Recent Items preference.

Internal Name: **debug.debug-io-history**

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

### **debug.debug-io-history**

Enable to include child processes in the process selector popup.

Internal Name: **debug.debug-io-history**

Data Specification: **<boolean: 0 or 1>**

Default Value: **True**

### **debug.default-python-exec**

Sets the default Python Executable to use for debugging and source code analysis. This can be overridden on a project by project basis in Project Properties.

Internal Name: **debug.default-python-exec**

Data Specification: **[None or <type str>]**

Default Value: **None**

### **main.launch-shared-file**

Selects the file to use for storing and retrieving shared launch configurations. By default the file 'launch' in the user settings directory is used.

Internal Name: **main.launch-shared-file**

Data Specification: **[one of: <type NoneType>, <type str>]**

Default Value: **None**

### **debug.shell-pasted-line-threshold**

The number of lines after which the Python Shell will just print a summary rather than the actual lines of code pasted, dragged, or other transferred to the shell.

Internal Name: **debug.shell-pasted-line-threshold**

Data Specification: **<type int>**

Default Value: **30**

### **debug.show-debug-data-details**

Controls whether the debugger shows value details in data views.

Internal Name: **debug.show-debug-data-details**

Data Specification: **<type float>**

Default Value: **0.0**

### **debug.show-exceptions-tip**

Used internally to show information about exception handling to new users. Once turned off, it is never turned on again

Internal Name: **debug.show-exceptions-tip**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **debug.stop-timeout**

Number of seconds to wait before the debugger will stop in its own code after a pause request is received and no other Python code is reached.

Internal Name: **debug.stop-timeout**

Data Specification: **<type int>, <type float>**

Default Value: **3.0**

### **debug.use-members-attrib**

Set this to true to have the debug server use the `__members__` attribute to try to interpret otherwise opaque data values. This is a preference because some extension modules contain bugs that result in crashing if this attribute is accessed. Note that `__members__` has been deprecated since Python version 2.2.

Internal Name: **debug.use-members-attrib**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **debug.warn-stale-shell**

## Preferences Reference

Enable to display a dialog when the Python Shell state no longer matches the configured Python Executable and/or Python Path.

Internal Name: **debug.warn-stale-shell**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **debug.wrap-debug-io**

Enables line wrapping in the integrated Debug I/O tool.

Internal Name: **debug.wrap-debug-io**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **debug.wrap-debug-probe**

Enables line wrapping in the Debug Console.

Internal Name: **debug.wrap-debug-probe**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

### **debug.wrap-python-shell**

Enables line wrapping in the Python Shell.

Internal Name: **debug.wrap-python-shell**

Data Specification: **<boolean: 0 or 1>**

Default Value: **0**

## ***Source Analysis Preferences***

### **pysource.analyze-in-background**

Whether Wing should try to analyze python source in the background.

Internal Name: **pysource.analyze-in-background**

Data Specification: **<boolean: 0 or 1>**

Default Value: **1**

### **pysource.use-sqlite-dotfile-locking**

Use slower, dotfile locking for sqlite databases to work around buggy remote file servers. Only needed if the user cache directory is on a remote file system or can be accessed via a remote file system. It is recommended that the user cache directory be on the local file system for performance reasons.

Internal Name: **pysource.use-sqlite-dotfile-locking**

## Preferences Reference

Data Specification: **<boolean: 0 or 1>**

Default Value: **False**

## Command Reference

This chapter describes the entire top-level command set of Wing. Use this reference to look up command names for use in modified [keyboard bindings](#).

Commands that list arguments of type **<numeric modifier>** accept either a number or previously entered numeric modifier. This is used with key bindings that provide a way to enter a numeric modifier (such as **Esc 1 2 3** in the emacs personality or typing numerals in browse mode in the vi personality).

### 15.1. Top-level Commands

#### Application Control Commands

These are the high level application control commands.

**abandon-changes** (confirm=True)

Abandon any changes in the current document and reload it from disk. Prompts for user to confirm the operation unless either there are no local changes being abandoned or confirm is set to False.

**about-application** ()

Show the application-wide about box

**apply-update** ()

Apply a manually downloaded update

**begin-visited-document-cycle** (move\_back=True, back\_key=None, forward\_key=None)

Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released. *Key Bindings:* Wing: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; Brief: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; Eclipse: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; Emacs: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; macOS: Ctrl-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; MATLAB: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; VI/VIM: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; Visual Studio: Ctrl-Shift-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`; XCode: Ctrl-Shift-Tab invokes `begin-visited-document-cycle(move_back=False)`

**bookmarks-category-menu-items** ()

Returns list of menu items for selecting bookmark category

**bookmarks-menu-items** (names\_only=False)

Returns list of menu items for selecting among defined bookmarks

**check-for-updates** ()

Check for updates to Wing and offer to install any that are available



**close** (ignore\_changes=False, close\_window=True, can\_quit=False)

Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true. *Key Bindings: Wing: Ctrl-W; Brief: Ctrl-F4; Eclipse: Ctrl-W; Emacs: Ctrl-F4; macOS: Command-Shift-W; MATLAB: Ctrl-W; VI/VIM: Ctrl-W q invokes close(close\_window=1); Visual Studio: Ctrl-W; XCode: Command-Shift-W*

**close-all** (omit\_current=False, ignore\_changes=False, close\_window=False, include\_help=True, omit\_modified=False)

Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit\_current is True. Abandons changes rather than saving them when ignore\_changes is True. Close empty window and quit if all document windows closed when close\_window is True. Also closes documentation views, unless include\_help is set to False. *Key Bindings: Eclipse: Ctrl-Shift-W*

**close-window** ()

Close the current window and all documents and panels in it *Key Bindings: Wing: Alt-F4; Brief: Alt-F4; Eclipse: Alt-F4; Emacs: Ctrl-X 5 0; macOS: Option-F4; MATLAB: Alt-F4; VI/VIM: Alt-F4; Visual Studio: Alt-F4; XCode: Option-F4*

**command-by-name** (command\_name)

Execute given command by name, collecting any args as needed *Key Bindings: Wing: Ctrl-F12; Brief: F10; Eclipse: Ctrl-F12; Emacs: Esc X; macOS: Ctrl-F12; MATLAB: Ctrl-F12; VI/VIM: Ctrl-F12; Visual Studio: Ctrl-/; XCode: Ctrl-F12*

**copy-import-name-to-clipboard** (loc=None)

Copy the import name of a file to the clipboard. The loc may either be a location, filename, url, or None. The current file is used if loc is None

**copy-tutorial** ()

Prompt user and copy the tutorial directory from the Wing installation to the directory selected by the user

**edit-bookmark-categories** ()

Edit the defined bookmark categories

**edit-preferences-file** ()

Edit the preferences as a text file

**enter-license** ()

Enter a new license code, replacing any existing license activation

**execute-file** (loc=None)

Execute the file at the given location or use the active view if loc is None. *Key Bindings: Eclipse: Ctrl-U*

**execute-os-command** (title, show=True)

Execute one of the stored commands in the OS Commands tool, selecting it by its title

**execute-os-command-by-id** (id, raise\_panel=True)

Execute one of the stored commands in the OS Commands tool, selecting it by its internal ID

**execute-process** (cmd\_line)

Execute the given command line in the OS Commands tool using default run directory and environment as defined in project properties, or the values set in an existing command with the same command line in the OS Commands tool. *Key Bindings: Emacs: Alt-!*

**export-bookmark-categories** (filename)

Export all bookmark categories

**fileset-load** (name)

Load the given named file set

**fileset-manage** ()

Display the file set manager dialog

**fileset-new-with-open-files** (file\_set\_name)

Create a new named file set with the currently open files

**fileset-new-with-selected-files** (file\_set\_name)

Create a new named file set with the currently selected files

**goto-bookmark** (mark)

Goto named bookmark *Key Bindings: Wing: Ctrl-Alt-G; Eclipse: Ctrl-Alt-G; Emacs: Ctrl-X R B; macOS: Command-Ctrl-B; MATLAB: Ctrl-Alt-G; Visual Studio: Ctrl-Alt-G; XCode: Command-Ctrl-B*

**goto-definition** (symbol=None, context='selection,path', other\_split=None)

Go to the definition of the given symbol, working from the given scope. If symbol is not given then the currently selected symbol is used.

The context can contain one or more of the following in a comma-separated list. They are used in order given and processing stops when a valid definition is found:

- 'selection' to resolve the symbol in the scope of the current editor selection
- 'def' to resolve it in the scope of the point of definition of the current editor selection.
- 'path' to resolve by treating the leading portion as a module Name on the Python Path

If other\_split is true, the definition will be displayed in a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value..

**goto-next-bookmark** (current\_file\_only=False, category=None)

Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is `True`. Only bookmarks in the current bookmark category are visited unless a category is passed. *Key Bindings:* Wing: `Ctrl-Alt-Down` invokes `goto-next-bookmark(current_file_only=True)`; Brief: `Ctrl-Alt-Down` invokes `goto-next-bookmark(current_file_only=True)`; Eclipse: `Ctrl-Alt-Down` invokes `goto-next-bookmark(current_file_only=True)`; Emacs: `Ctrl-Alt-Down` invokes `goto-next-bookmark(current_file_only=True)`; MATLAB: `F2`; VI/VIM: `Ctrl-Alt-Down` invokes `goto-next-bookmark(current_file_only=True)`; Visual Studio: `Ctrl-K Ctrl-N`

**goto-previous-bookmark** (`current_file_only=False`, `category=None`)

Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is `True`. Only bookmarks in the current bookmark category are visited unless a category is passed. *Key Bindings:* Wing: `Ctrl-Alt-Up` invokes `goto-previous-bookmark(current_file_only=True)`; Brief: `Ctrl-Alt-Up` invokes `goto-previous-bookmark(current_file_only=True)`; Eclipse: `Ctrl-Alt-Up` invokes `goto-previous-bookmark(current_file_only=True)`; Emacs: `Ctrl-Alt-Up` invokes `goto-previous-bookmark(current_file_only=True)`; MATLAB: `Shift-F2`; VI/VIM: `Ctrl-Alt-Up` invokes `goto-previous-bookmark(current_file_only=True)`; Visual Studio: `Ctrl-K Ctrl-P`

**hide-line-numbers** ()

Hide line numbers in editors

**import-bookmark-categories** (filename)

Import bookmark categories

**initiate-numeric-modifier** (digit)

VI style repeat/numeric modifier for following command *Key Bindings:* VI/VIM: `9` invokes `initiate-numeric-modifier(digit=9)`

**initiate-repeat** ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings:* Emacs: `Ctrl-U`

**initiate-repeat-0** ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings:* Emacs: `Alt-0`

**initiate-repeat-1** ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings:* Emacs: `Alt-1`

**initiate-repeat-2** ()

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings:* Emacs: `Alt-2`

**initiate-repeat-3** ()

## Command Reference

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-3*

### **initiate-repeat-4 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Brief: Ctrl-R; Emacs: Alt-4*

### **initiate-repeat-5 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-5*

### **initiate-repeat-6 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-6*

### **initiate-repeat-7 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-7*

### **initiate-repeat-8 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-8*

### **initiate-repeat-9 ()**

Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke. *Key Bindings: Emacs: Alt-9*

### **internal-keystroke-logging-start ()**

Start logging information about keystroke processing to ide.log

### **internal-keystroke-logging-stop ()**

Stop logging information about keystroke processing to ide.log

### **internal-logging-start (name=None)**

Start logging information about the internal subsystem to ide.log

### **internal-logging-stop (name=None)**

Stop logging information about the internal subsystem to ide.log

### **internal-profile-start (print\_freq=0, print\_top\_n=40)**

Start internal profiling. Profile information is collected for Wing's internals until `internal_profile_stop` is executed. If the `print_freq` argument is `> 0`, stats will be printed to ide.log every `print_freq` seconds. The `print_top_n` arg specifies the number of top functions to print.

### **internal-profile-stop ()**

Stop internal profiling after earlier `internal_profile_start` command. The profile can be found in the `ide.log` file or submitted to Wingware as part of the error log included with a bug report from the Help menu.

### **internal-tooltip-logging-start ()**

Start logging information about tooltip processing to `ide.log`

### **internal-tooltip-logging-stop ()**

Stop logging information about tooltip processing to `ide.log`

### **maximize-editor-to-window ()**

Move the current editor out of the main document window and into its own editor-only window *Key Bindings: MATLAB: Ctrl-Shift-U*

### **new-blank-file (filename)**

Create a new blank file on disk, open it in an editor, and add it to the current project.

### **new-directory (filename)**

Create a new directory on disk and add it to the current project.

### **new-document-window ()**

Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels) *Key Bindings: Emacs: Ctrl-X 5 3; macOS: Shift-F4; XCode: Shift-F4*

### **new-file (ext='.py')**

Create a new file *Key Bindings: Wing: Ctrl-N; Eclipse: Ctrl-N; macOS: Command-N; MATLAB: Ctrl-N; Visual Studio: Ctrl-N; XCode: Command-T*

### **new-package (filename)**

Create a new Python package directory on disk, add it to the current project, and open the new `__init__.py` in the editor.

### **new-panel-window (panel\_type=None)**

Create a new panel window of given type

### **next-document (repeat=<numeric modifier; default=1>, alphabetical=None, all\_splits=True)**

Move to the next document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be. *Key Bindings: Wing: Ctrl-0; Brief: Alt-N; Eclipse: Ctrl-F6; Emacs: Ctrl-X N; macOS: Command-0; MATLAB: Ctrl-PageDown; VI/VIM: g T; Visual Studio: Ctrl-0; XCode: Command-}*

### **next-window ()**

Switch to the next window alphabetically by title *Key Bindings: Wing: Ctrl-Comma; Eclipse: Ctrl-Comma; Emacs: Ctrl-X 5 O; MATLAB: Ctrl-Comma; Visual Studio: Ctrl-Comma*

**nth-document** (n=<numeric modifier; default=0>, alphabetical=None, all\_splits=True)

Move to the nth document open in the current window. If alphabetical is true, the list of documents will be alphabetized. If all\_splits is true, documents from all splits will be in list; otherwise, only the current split will be. *Key Bindings: VI/VIM: Ctrl-^*

**open** (filename)

Open a file from disk using keyboard-driven selection of the file

**open-container** ()

Prompt user to open a file from a container

**open-from-keyboard** (filename)

Open a file from disk using keyboard-driven selection of the file *Key Bindings: Wing: Ctrl-K; Eclipse: Ctrl-K; Emacs: Ctrl-X Ctrl-F; MATLAB: Ctrl-K; Visual Studio: Ctrl-K Ctrl-O*

**open-from-project** (fragment="", skip\_if\_unique=False)

Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment. *Key Bindings: Wing: Ctrl-Shift-O; Eclipse: Ctrl-Shift-R; Emacs: Ctrl-X Ctrl-O; macOS: Command-Shift-O; MATLAB: Ctrl-Shift-F; VI/VIM: Ctrl-Shift-O; Visual Studio: Ctrl-Shift-O; XCode: Command-Shift-O*

**open-gui** (filename=None)

Open a file from local disk or a remote host, prompting with file selection dialog if necessary. The dialog shown depends on the default starting directory, and may be for local files or remote files. *Key Bindings: Wing: Ctrl-O; Brief: Alt-E; Eclipse: Ctrl-O; macOS: Command-O; MATLAB: Ctrl-O; Visual Studio: Ctrl-O; XCode: Command-O*

**open-local** (filename=None)

Prompt user to open a file from local disk

**open-remote** ()

Prompt user to open a file from a remote host

**perspective-disable-auto** ()

Disable auto-perspectives

**perspective-enable-auto** ()

Enable auto-perspectives

**perspective-manage** ()

Display the perspectives manager dialog

**perspective-restore** (name)

## Command Reference

Restore the given named perspective.

**perspective-update-with-current-state** (name=None)

Update the perspective with the current state. If no name is given, the active perspective is used.

**previous-document** (repeat=<numeric modifier; default=1>, alphabetical=None, all\_splits=True)

Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be. *Key Bindings: Wing: Ctrl-9; Brief: Alt-; Eclipse: Ctrl-9; Emacs: Ctrl-X P; macOS: Command-9; MATLAB: Ctrl-PageUp; VI/VIM: g Shift-T; Visual Studio: Ctrl-9; XCode: Command-{*

**previous-window** ()

Switch to the previous window alphabetically by title

**quit** ()

Quit the application. *Key Bindings: Wing: Ctrl-Q; Brief: Alt-X; Eclipse: Ctrl-Q; Emacs: Ctrl-X Ctrl-C; macOS: Command-Q; MATLAB: Alt-F4; Visual Studio: Ctrl-Q; XCode: Command-Q*

**recent-document** ()

Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode. *Key Bindings: Wing: Ctrl-8; Eclipse: Ctrl-8; Emacs: Ctrl-X D; macOS: Command-8; MATLAB: Ctrl-8; Visual Studio: Ctrl-8; XCode: Command-8*

**reload-scripts** ()

Force reload of all scripts, from all configured script directories. This is usually only needed when adding a new script file. Existing scripts are automatically reloaded when they change on disk.

**remove-bookmark** (mark, confirm=False)

Remove the given named bookmark, optionally confirming the removal with the user.

**remove-bookmark-current** ()

Remove bookmark at current line, if any. This command is only available if there is a bookmark on the line.

**rename-current-file** (filename)

Rename current file, moving the file on disk if it exists.

**restart-wing** ()

Restart the application

**restore-default-tools** ()

Hide/remove all tools and restore to original default state

**save** (close=False, force=False)

## Command Reference

Save active document. Also close it if close is True. *Key Bindings: Wing: Ctrl-S; Brief: Alt-W; Eclipse: Ctrl-S; Emacs: Ctrl-X Ctrl-S; macOS: Command-S; MATLAB: Ctrl-S; VI/VIM: Ctrl-S; Visual Studio: Ctrl-S; XCode: Command-S*

**save-all** (close\_window=False)

Save all unsaved items, prompting for names for any new items that don't have a filename already. *Key Bindings: Eclipse: Ctrl-Shift-S; Visual Studio: Ctrl-Shift-S*

**save-as** ()

Save active document to a new file *Key Bindings: Wing: Ctrl-Shift-S; Eclipse: Ctrl-Shift-S; macOS: Command-Shift-S; MATLAB: Ctrl-Shift-S; XCode: Command-Shift-S*

**save-as-remote** ()

Save active document to a new file on a remote host

**scratch-document** (title='Scratch', mime\_type='text/plain')

Create a new scratch buffer with given title and mime type. The buffer is never marked as changed but can be saved w/ save-as.

**set-bookmark** (mark)

Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank. *Key Bindings: Wing: Ctrl-Alt-M; Brief: Alt-9 invokes set-bookmark(mark="9"); Eclipse: Ctrl-Alt-M; Emacs: Ctrl-X R M; macOS: Command-B; MATLAB: Ctrl-Alt-M; Visual Studio: Ctrl-Alt-M; XCode: Command-B*

**set-bookmark-default** ()

Set a bookmark at current line, using a default bookmark name for that context. This command is only available if there is not already a bookmark on the line. The bookmark's category is set to the current bookmark category, and notes are left blank.

**set-bookmark-dialog** ()

Set a bookmark at the current location on the editor using a dialog to set the bookmark name, category, and notes. The default name is auto-generated based on location, and default category is set to the current bookmark category.

**set-bookmark-dialog-at-click** ()

Set a bookmark at the clicked location on the editor using a dialog to set the bookmark name, category, and notes. The default name is auto-generated based on location, and default category is set to the current bookmark category.

**show-bookmarks** ()

Show a list of all currently defined bookmarks *Key Bindings: Wing: Ctrl-Alt-K; Brief: Alt-J; Eclipse: Ctrl-Alt-K; Emacs: Ctrl-X R Return; macOS: Command-Shift-K; MATLAB: Ctrl-Alt-K; Visual Studio: Ctrl-Alt-K; XCode: Command-Shift-K*



**show-bug-report-dialog ()**

Show the bug reporting dialog

**show-document** (section='manual')

Show the given documentation section *Key Bindings: macOS: Command-?; XCode: Command-Alt-?*

**show-feedback-dialog ()**

Show the feedback submission dialog

**show-file-in-editor** (filename, lineno=None, col=-1, length=0)

Show the given file in the editor. Selects the code starting and given column (if  $\geq 0$ ) and of given length.

**show-file-in-os-file-manager** (filename=None)

Show the selected file in the Explorer, Finder, or other OS-provided file manager. Shows the given file, if any, or the current file selected in the GUI.

**show-howtos ()**

Show the How-Tos index

**show-html-document** (section='manual')

Show the given document section in HTML format.

**show-line-numbers** (show=1)

Show the line numbers in editors

**show-manual-html ()**

Show the HTML version of the Wing users manual

**show-manual-pdf ()**

Show the PDF version of the Wing users manual for either US Letter or A4, depending on user's print locale

**show-panel** (panel\_type, flash=True, grab\_focus=None)

Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab\_focus is specified and is true; if grab\_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (\*) browser (\*\*) batch-search (\*) interactive-search source-assistant (\*\*) debug-data  
debug-stack debug-io debug-exceptions debug-breakpoints (\*\*) debug-console (\*\*) debug-watch  
(\*\*) debug-modules (\*\*) python-shell messages (\*) help indent (\*\*) bookmarks (\*\*) testing (\*\*)

## Command Reference

open-files (\*) os-command (\*\*) snippets (\*\*) diff (\*\*) uses (\*\*) refactoring (\*\*) versioncontrol.svn (\*\*) versioncontrol.hg (\*\*) versioncontrol.git (\*\*) versioncontrol.cvs (\*\*) versioncontrol.perforce (\*\*)

(\*) Wing Personal and Pro only (\*\*) Wing Pro only *Key Bindings: Eclipse: Alt-Shift-T invokes show-panel(panel\_type="refactoring");* MATLAB: F1 invokes show-panel(panel\_type="source-assistant")

**show-panel-batch-search** (flash=True, grab\_focus=None)

Not documented

**show-panel-bookmarks** (flash=True, grab\_focus=None)

Not documented

**show-panel-browser** (flash=True, grab\_focus=None)

Not documented

**show-panel-code-warnings** (flash=True, grab\_focus=None)

Not documented

**show-panel-containers** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-breakpoints** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-console** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-data** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-exceptions** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-io** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-modules** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-stack** (flash=True, grab\_focus=None)

Not documented

**show-panel-debug-watch** (flash=True, grab\_focus=None)

Not documented

**show-panel-diff** (flash=True, grab\_focus=None)

## Command Reference

Not documented

**show-panel-help** (flash=True, grab\_focus=None)

Not documented

**show-panel-indent** (flash=True, grab\_focus=None)

Not documented

**show-panel-interactive-search** (flash=True, grab\_focus=None)

Not documented

**show-panel-messages** (flash=True, grab\_focus=None)

Not documented

**show-panel-open-files** (flash=True, grab\_focus=None)

Not documented

**show-panel-os-command** (flash=True, grab\_focus=None)

Not documented

**show-panel-packages** (flash=True, grab\_focus=None)

Not documented

**show-panel-project** (flash=True, grab\_focus=None)

Not documented

**show-panel-python-shell** (flash=True, grab\_focus=None)

Not documented

**show-panel-refactoring** (flash=True, grab\_focus=None)

Not documented

**show-panel-snippets** (flash=True, grab\_focus=None)

Not documented *Key Bindings: XCode: Command-Alt-Ctrl-2*

**show-panel-source-assistant** (flash=True, grab\_focus=None)

Not documented *Key Bindings: XCode: Command-Alt-Ctrl-/*

**show-panel-testing** (flash=True, grab\_focus=None)

Not documented

**show-panel-uses** (flash=True, grab\_focus=None)

Not documented

**show-panel-versioncontrol-cvs** (flash=True, grab\_focus=None)

Not documented

**show-panel-versioncontrol-git** (flash=True, grab\_focus=None)

Not documented

**show-panel-versioncontrol-hg** (flash=True, grab\_focus=None)

Not documented

**show-panel-versioncontrol-perforce** (flash=True, grab\_focus=None)

Not documented

**show-panel-versioncontrol-svn** (flash=True, grab\_focus=None)

Not documented

**show-plugins-gui** ()

Show the plugins GUI for enabling and disabling plugins

**show-preferences-gui** (prefname=None)

Edit the preferences file using the preferences GUI, optionally opening to the section that contains the given preference by name *Key Bindings: macOS: Command-Comma; XCode: Command-Comma*

**show-python-donate-html** ()

Show the Python donations web page

**show-python-for-beginners-html** ()

Show the Python for Beginners web page

**show-python-manual-html** ()

Show the Python users manual

**show-python-org-html** ()

Show the python.org site home page

**show-python-org-search-html** ()

Show the python.org site search page

**show-qa-html** ()

Show the Wing Q&A site

**show-quickstart** ()

Show the quick start guide

**show-success-stories-html** ()

Show the Python Success Stories page

**show-support-html** ()

Show the Wing support site home page

**show-text-registers ()**

Show the contents of all non-empty text registers in a temporary editor

**show-tutorial ()**

Show the tutorial

**show-wingtip** (section='/')

Show the Wing Tips window

**show-wingware-donate ()**

Show the Wingware donation page

**show-wingware-store ()**

Show the Wingware store for purchasing a license

**show-wingware-website ()**

Show the Wingware home page

**show-wingware-wiki ()**

Show the contributed materials area

**start-terminal ()**

Start a terminal in the OS Commands tool

**switch-document** (document\_name)

Switches to named document. Name may either be the complete name or the last path component of a path name. *Key Bindings: Emacs: Ctrl-X B; Visual Studio: Ctrl-K Ctrl-S*

**terminate-os-command** (title)

Terminate one of the stored commands in the OS Commands tool, selecting it by its title

**toggle-bookmark ()**

Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation. *Key Bindings: Wing: Ctrl-Alt-T; Eclipse: Ctrl-Alt-T; Emacs: Ctrl-X R T; macOS: Command-Shift-B; MATLAB: Ctrl-F2; Visual Studio: Ctrl-K Ctrl-K; XCode: Command-Shift-B*

**toggle-bookmark-at-click ()**

Set or remove a bookmark at the position in the editor where the most recent mouse click occurred. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**toggle-line-numbers ()**

## Command Reference

Toggle whether or not line numbers are shown in editors

**toolbar-search** (text, next=False, set\_anchor=True, forward=True)

Search using given text and the toolbar search area. The search is always forward from the current cursor or selection position

**toolbar-search-focus** ()

Move focus to toolbar search entry. *Key Bindings: Wing: Ctrl-Alt-D; Eclipse: Ctrl-Alt-D; MATLAB: Ctrl-Alt-D; Visual Studio: Ctrl-K Ctrl-D*

**toolbar-search-next** (set\_anchor=True)

Move to next match of text already entered in the toolbar search area

**toolbar-search-prev** (set\_anchor=True)

Move to previous match of text already entered in the toolbar search area

**unmaximize-editors-from-window** ()

Move all the editors in the current editor-only window back into the main document window and close the editor-only window. A new main document window is created if none currently exists. *Key Bindings: MATLAB: Ctrl-Shift-D*

**validate-install** ()

Validate the Wing installation, checking that all files are present and have the expected contents

**vi-delete-bookmark** (marks)

Remove one or more bookmarks without confirmation (pass in space separated list of names)

**vi-goto-bookmark** ()

Goto bookmark using single character name defined by the next pressed key *Key Bindings: VI/VIM: ,*

**vi-set-bookmark** ()

Set a bookmark at current location on the editor using the next key press as the name of the bookmark. *Key Bindings: VI/VIM: m*

**wing-tips** ()

Display interactive tip manager

**write-changed-file-and-close** (filename)

Write current document to given location only if it contains any changes and close it. Writes to current file name if given filename is None.

**write-file** (filename, start\_line=None, end\_line=None, follow=True)

Write current file to a new location, optionally omitting all but the lines in the given range. The editor is changed to point to the new location when follow is True. If follow is 'untitled' then the editor is changed to point to the new location only if starting with an untitled buffer and saving the whole file.

Note that the editor contents will be truncated to the given start/end lines when follow is True. *Key Bindings: Emacs: Ctrl-X Ctrl-W*

### **write-file-and-close** (filename)

Write current document to given location and close it. Saves to current file name if the given filename is None. *Key Bindings: VI/VIM: Shift-Z Shift-Z invokes write-file-and-close(filename=None)*

## **Dock Window Commands**

Commands for windows that contain dockable tool areas. These are available for the currently active window, if any.

### **display-toolbox-on-left** ()

Display the tall toolbox on the right.

### **display-toolbox-on-right** ()

Display the tall toolbox on the left.

### **enter-fullscreen** ()

Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen` *Key Bindings: Wing: Shift-F2; Brief: Shift-F2; Eclipse: Ctrl-M; Emacs: Shift-F2; macOS: Shift-F2; MATLAB: Ctrl-Shift-M; VI/VIM: Shift-F2; Visual Studio: Shift-F2; XCode: Shift-F2*

### **exit-fullscreen** ()

Restore previous non-fullscreen state of all tools and tool bar *Key Bindings: Wing: Shift-F2; Brief: Shift-F2; Eclipse: Ctrl-M; Emacs: Shift-F2; macOS: Shift-F2; MATLAB: Ctrl-Shift-M; VI/VIM: Shift-F2; Visual Studio: Shift-F2; XCode: Shift-F2*

### **hide-horizontal-tools** ()

Hide the horizontal tool area

### **hide-toolbar** ()

Hide toolbars in all document windows

### **hide-vertical-tools** ()

Hide the vertical tool area

### **minimize-horizontal-tools** ()

Minimize the horizontal tool area *Key Binding: F1*

### **minimize-vertical-tools** ()

Minimize the vertical tool area *Key Binding: F2*

### **show-horizontal-tools** ()

Show the horizontal tool area *Key Binding: F1*

**show-toolbar ()**

Show toolbars in all document windows

**show-vertical-tools ()**

Show the vertical tool area *Key Binding: F2*

**toggle-horizontal-tools ()**

Show or minimize the horizontal tool area *Key Bindings: XCode: Command-Shift-Y*

**toggle-vertical-tools ()**

Show or minimize the vertical tool area *Key Bindings: XCode: Command-0*

**Document Viewer Commands**

Commands for the documentation viewer. These are available when the documentation viewer has the keyboard focus.

**copy ()**

Copy any selected text. *Key Bindings: Wing: Ctrl-C; Brief: Ctrl-C; Eclipse: Ctrl-C; Emacs: Alt-W; macOS: Command-C; MATLAB: Ctrl-C; VI/VIM: Ctrl-Insert; Visual Studio: Ctrl-C; XCode: Command-C*

**document-back ()**

Go back to prior page in the history of those that have been viewed

**document-contents ()**

Go to the document contents page

**document-forward ()**

Go forward to next page in the history of those that have been viewed

**document-next ()**

Go to the next page in the current document

**document-previous ()**

Go to the previous page in the current document

**isearch-backward** (search\_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, optionally entering the given search string. *Key Bindings: Wing: Ctrl-Shift-U; Eclipse: Ctrl-Shift-J; Emacs: Ctrl-R; macOS: Command-Shift-U; MATLAB: Ctrl-Shift-R; Visual Studio: Ctrl-Shift-U; XCode: Command-Shift-U*

**isearch-backward-regex** (search\_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string. *Key Bindings: Emacs: Ctrl-Alt-R; VI/VIM: ?*

**isearch-forward** (search\_string=None, repeat=<numeric modifier; default=1>)



## Command Reference

Initiate incremental mini-search forward from the cursor position, optionally entering the given search string. *Key Bindings:* Wing: *Ctrl-U*; Eclipse: *Ctrl-J*; Emacs: *Ctrl-S*; macOS: *Command-U*; MATLAB: *Ctrl-Shift-S*; Visual Studio: *Ctrl-I*; XCode: *Command-U*

**isearch-forward-regex** (search\_string=None, repeat=<numeric modifier; default=1>)

Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string. *Key Bindings:* Emacs: *Ctrl-Alt-S*; VI/VIM: */*

**isearch-repeat** (reverse=False, repeat=<numeric modifier; default=1>)

Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True. *Key Bindings:* VI/VIM: *Shift-N* invokes *isearch-repeat(reverse=1)*

**isearch-sel-backward** (persist=True, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings:* Wing: *Ctrl-Shift-B*; Eclipse: *Ctrl-Shift-B*; Emacs: *Ctrl-C R*; MATLAB: *Ctrl-Shift-B*; VI/VIM: *#* invokes *isearch-sel-backward(persist=0, whole\_word=1)*; Visual Studio: *Ctrl-Shift-B*

**isearch-sel-forward** (persist=True, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings:* Wing: *Ctrl-B*; Eclipse: *Ctrl-B*; Emacs: *Ctrl-C S*; MATLAB: *Ctrl-B*; VI/VIM: *\** invokes *isearch-sel-forward(persist=0, whole\_word=1)*; Visual Studio: *Ctrl-B*

**zoom-in** ()

Increase documentation font size *Key Binding:* *Ctrl-+*

**zoom-out** ()

Decrease documentation font size *Key Binding:* *Ctrl--*

**zoom-reset** ()

Reset documentation font size to default *Key Binding:* *Ctrl-\_*

### **Global Documentation Commands**

Commands for the documentation viewer that are available regardless of where the focus is.

**document-search** (txt=None)

Search all documentation.

### **Window Commands**

Commands for windows in general. These are available for the currently active window, if any.

**focus-current-editor** ()

## Command Reference

Move focus back to the current editor, out of any tool, if there is an active editor. *Key Bindings: Eclipse: Ctrl-Shift-E; XCode: Command-J*

**move-editor-focus** (dir=1, wrap=True)

Move focus to next or previous editor split, optionally wrapping when the end is reached. *Key Bindings: Emacs: Ctrl-X O; MATLAB: F6; VI/VIM: Ctrl-W W invokes move-editor-focus(dir=-1)*

**move-editor-focus-first** ()

Move focus to first editor split *Key Bindings: VI/VIM: Ctrl-W t*

**move-editor-focus-last** ()

Move focus to last editor split *Key Bindings: VI/VIM: Ctrl-W b*

**move-editor-focus-previous** ()

Move focus to previous editor split *Key Bindings: VI/VIM: Ctrl-W p*

**move-focus** ()

Move the keyboard focus forward within the Window to the next editable area *Key Binding: Shift-F1*

**next-tool** (wrap=True)

Show the next tool, starting with most recently shown tool *Key Bindings: MATLAB: Ctrl-F6*

**prev-tool** (wrap=True)

Show the previous tool, starting with the move recently shown tool *Key Bindings: MATLAB: Ctrl-Shift-F6*

### **Wing Tips Commands**

Commands for the Wing Tips tool. These are only available when the tool is visible and has focus

**wingtips-close** ()

Close the Wing Tips window

**wingtips-contents** ()

Go to the Wing Tips contents page

**wingtips-next** ()

Go to the next page in Wing Tips

**wingtips-next-unseen** ()

Go to a next unseen Wing Tips page

**wingtips-previous** ()

Go to the previous page in Wing Tips

## 15.2. Project Manager Commands

### **Project Manager Commands**

These commands act on the project manager or on the current project, regardless of whether the project list has the keyboard focus.

#### **add-current-file-to-project ()**

Add the frontmost currently open file to project *Key Bindings: Wing: Ctrl-Shift-I; Brief: Ctrl-Shift-I; Eclipse: Ctrl-Shift-I; Emacs: Ctrl-Shift-I; macOS: Command-Shift-I; MATLAB: Ctrl-Shift-I; VI/VIM: Ctrl-Shift-I; Visual Studio: Ctrl-Shift-I; XCode: Command-Shift-I*

#### **add-directory-to-project (loc=None, recursive=True, filter='\*', include\_hidden=False, gui=True)**

Add directory to project.

#### **add-file-to-project ()**

Add an existing file to the project.

#### **browse-selected-from-project ()**

Browse file currently selected in the project manager

#### **clear-project-main-entry-point ()**

Clear main entry point to nothing, so that debugging and execution starts with the file in the current editor

#### **close-project ()**

Close currently open project file

#### **debug-selected-from-project ()**

Start debugging the file currently selected in the project manager

#### **execute-selected-from-project ()**

Execute the file currently selected in the project manager

#### **new-project (show\_dialog=True)**

Create a new project. When show\_dialog is False, a new blank project is created. Otherwise, the New Project dialog is shown.

#### **open-ext-selected-from-project ()**

Open file currently selected in the project manager

#### **open-project (filename=None)**

Open the given project file, or prompt the user to select a file if the filename is not given.

#### **open-project-remote ()**

Open a project file from a remote host

**open-selected-from-project ()**

Open files currently selected in the project manager

**remove-directory-from-project** (loc=None, gui=True)

Remove directory from project.

**remove-selection-from-project ()**

Remove currently selected file or package from the project

**rescan-project-directories** (dirs=None, recursive=True)

Scan project directories for changes. If list of directories is not specified, currently selected directories are used.

**save-project ()**

Save project file.

**save-project-as** (filename=None)

Save project file under the given name, or prompt user for a name if the filename is not given.

**save-project-as-remote** (filename=None)

Save current project to a remote host

**set-current-as-main-entry-point ()**

Set current editor file as the main entry point for this project

**set-selected-as-main-entry-point ()**

Set selected file as the main entry point for this project

**show-current-file-in-project-tool ()**

Show the currently selected file in the project view, if present. The selection may be the current editor, if it has focus, or files selected in other views.

**show-project-window ()**

Raise the project manager window

**show-python-environment ()**

Show the effective Python version and path for the current configuration

**use-shared-project ()**

Store project in sharable (two file) format. The .wpr file can be checked into revision control or other shared with other users and machines. This is the default and the format cannot be read by Wing Personal.

**use-single-user-project ()**

Store project single-user (one file) format, which can also be read by Wing Personal.

**view-directory-properties** (loc=None)

Show the project manager's directory properties dialog

**view-file-properties** (loc=None, page=None, highlighted\_attrbs=None)

View project properties for a particular file (current file if none is given) *Key Bindings: Eclipse: Alt-Enter; macOS: Command-I; XCode: Command-I*

**view-project-as-flat-tree** ()

View project as flattened directory tree from project file

**view-project-as-tree** ()

View project as directory tree from project file

**view-project-properties** (highlighted\_attrb=None, show\_page=None)

View or change project-wide properties *Key Bindings: Visual Studio: Alt-F7*

**Project View Commands**

Commands that are available only when the project view has the keyboard focus.

**browse-selected-from-project** ()

Browse file currently selected in the project manager

**debug-selected-from-project** ()

Start debugging the file currently selected in the project manager

**execute-selected-from-project** ()

Execute the file currently selected in the project manager

**move-files-selected-in-project-to-trash** ()

Move the files and/or directories currently selected in the project view to the trash or recycling bin

**open-ext-selected-from-project** ()

Open file currently selected in the project manager

**open-selected-from-project** ()

Open files currently selected in the project manager

**remove-selection-from-project** ()

Remove currently selected file or package from the project

**rename-selected-in-project** (new\_name)

Rename the currently selected file or directory in the project view

**search-in-selected-from-project** ()

Search in file or directory currently selected in the project manager

**set-selected-as-main-entry-point ()**

Set selected file as the main entry point for this project

**view-project-as-flat-tree ()**

View project as flattened directory tree from project file

**view-project-as-tree ()**

View project as directory tree from project file

## **15.3. Editor Commands**

### **Editor Browse Mode Commands**

Commands available only when the editor is in browse mode (used for VI bindings and possibly others)

**enter-insert-mode** (pos='before')

Enter editor insert mode *Key Bindings: VI/VIM: Shift-A invokes enter-insert-mode(pos="after")*

**enter-replace-mode ()**

Enter editor replace mode *Key Bindings: VI/VIM: Shift-R*

**enter-visual-mode** (unit='char')

Enter editor visual mode. Unit should be one of 'char', 'line', or 'block'.

**previous-select ()**

Turn on auto-select using previous mode and selection *Key Bindings: VI/VIM: g v*

**start-select-block ()**

Turn on auto-select rectangle mode (deprecated name)

**start-select-char ()**

Turn on auto-select mode character by character *Key Bindings: Wing: Shift-F8; Brief: Shift-F8; Eclipse: Shift-F8; Emacs: Shift-F8; macOS: Shift-F8; MATLAB: Shift-F8; VI/VIM: v; Visual Studio: Shift-F8; XCode: Shift-F8*

**start-select-line ()**

Turn on auto-select mode line by line *Key Bindings: Wing: Ctrl-F8; Brief: Ctrl-F8; Eclipse: Ctrl-F8; Emacs: Ctrl-F8; macOS: Command-F8; MATLAB: Ctrl-F8; VI/VIM: Shift-V; Visual Studio: Ctrl-F8; XCode: Command-F8*

**start-select-rectangle ()**

Turn on auto-select rectangle mode *Key Bindings: Wing: Shift-Ctrl-F8; Brief: Shift-Ctrl-F8; Eclipse: Shift-Ctrl-F8; Emacs: Shift-Ctrl-F8; macOS: Shift-Command-F8; MATLAB: Shift-Ctrl-F8; VI/VIM: Ctrl-Q; Visual Studio: Shift-Ctrl-F8; XCode: Shift-Command-F8*

**vi-command-by-name ()**

## Command Reference

Execute a VI command by name. This implements ":" commands for the VI/Vim keyboard personality. The following subset of VI/Vim : commands are supported:

```
r[!], e[dit], e!, e#, ene[w], w[rite], up[date], wa[ll], q[uit], q[!], qall, wq,
x[it], xall, wqall, sp[lit], vs[plit], new, on[ly], buffers, files, !, s[ubstitute],
d, delm, reg, marks, n[ext], N, p[revious], rew[ind], last, m[ove], co[py], cl[ose]
(an approximation), and set.
```

The supported directives for 'set' are:

```
ic, ignorecase, noic, noignorecase, ai, autoindent, noai, noautoindent, nu, number,
nonu, nonumber, ro, readonly, noro, noreadonly, sm, showmatch, nosm, and noshowmatch.
*Key Bindings: VI/VIM: :*
```

### vi-set (command)

Perform vi's :set action. The command is the portion after :set. Currently supports ic, noic, ai, noai, number or nu, nonumber or nonu, ro, noro, sm, and nosm. Multiple options can be specied in one call as for :set ic sm ai

### Editor Insert Mode Commands

Commands available only when editor is in insert mode (used for VI bindings and possibly others)

#### enter-browse-mode (provisional=False)

Enter editor browse mode *Key Bindings: VI/VIM: Ctrl-V*

### Editor Non Modal Commands

Commands available only when the editor is in non-modal editing mode

#### exit-visual-mode ()

Exit visual mode and return back to default mode *Key Bindings: Wing: Esc; Brief: Esc; Eclipse: Esc; Emacs: Esc; macOS: Esc; MATLAB: Esc; VI/VIM: Ctrl-[, Visual Studio: Esc; XCode: Esc*

#### start-select-block ()

Turn on auto-select rectangle mode (deprecated name)

#### start-select-char ()

Turn on auto-select mode character by character *Key Bindings: Wing: Shift-F8; Brief: Shift-F8; Eclipse: Shift-F8; Emacs: Shift-F8; macOS: Shift-F8; MATLAB: Shift-F8; VI/VIM: v; Visual Studio: Shift-F8; XCode: Shift-F8*

#### start-select-line ()

Turn on auto-select mode line by line *Key Bindings: Wing: Ctrl-F8; Brief: Ctrl-F8; Eclipse: Ctrl-F8; Emacs: Ctrl-F8; macOS: Command-F8; MATLAB: Ctrl-F8; VI/VIM: Shift-V; Visual Studio: Ctrl-F8; XCode: Command-F8*

#### start-select-rectangle ()

Turn on auto-select rectangle mode *Key Bindings: Wing: Shift-Ctrl-F8; Brief: Shift-Ctrl-F8; Eclipse: Shift-Ctrl-F8; Emacs: Shift-Ctrl-F8; macOS: Shift-Command-F8; MATLAB: Shift-Ctrl-F8; VI/VIM: Ctrl-Q; Visual Studio: Shift-Ctrl-F8; XCode: Shift-Command-F8*

### **Editor Panel Commands**

Commands that control splitting up an editor panel. These are available when one split in the editor panel has the keyboard focus.

#### **split-horizontally** (new=0)

Split current view horizontally. *Key Bindings: Emacs: Ctrl-X 3; VI/VIM: Ctrl-W v*

#### **split-horizontally-open-file** (filename)

Split current view horizontally and open selected file

#### **split-vertically** (new=0)

Split current view vertically. Create new editor in new view when new==1. *Key Bindings: Brief: F3; Emacs: Ctrl-X 2; VI/VIM: Ctrl-W n invokes split-vertically(new=1)*

#### **split-vertically-open-file** (filename)

Split current view vertically and open selected file

#### **unsplit** (action='current')

Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left. *Key Bindings: Brief: F4; Emacs: Ctrl-X 1; VI/VIM: Ctrl-W o*
```

### **Editor Replace Mode Commands**

Commands available only when editor is in replace mode (used for VI bindings and possibly others)

#### **enter-browse-mode** (provisional=False)

Enter editor browse mode *Key Bindings: VI/VIM: Ctrl-V*

### **Editor Split Commands**

Commands for a particular editor split, available when the editor in that split has the keyboard focus. Additional commands affecting the editor's content are defined separately.

#### **activate-file-option-menu** ()



## Command Reference

Activate the file menu for the editor. *Key Bindings: Wing: Ctrl-1; Brief: Ctrl-1; Eclipse: Ctrl-1; Emacs: Ctrl-1; macOS: Command-1; MATLAB: Ctrl-1; VI/VIM: Ctrl-1; Visual Studio: Ctrl-1; XCode: Command-1*

### **grow-split-horizontally ()**

Increase width of this split

### **grow-split-vertically ()**

Increase height of this split *Key Bindings: VI/VIM: Ctrl-W +*

### **shrink-split-horizontally ()**

Decrease width of this split

### **shrink-split-vertically ()**

Decrease height of this split *Key Bindings: VI/VIM: Ctrl-W -*

### **visit-history-next ()**

Move forward in history to next visited editor position *Key Bindings: Wing: Forward-button-click; Brief: Forward-button-click; Eclipse: Alt-Right; Emacs: Forward-button-click; macOS: Forward-button-click; MATLAB: Forward-button-click; VI/VIM: Ctrl-I; Visual Studio: Ctrl-\_; XCode: Command-Ctrl-Right*

### **visit-history-previous ()**

Move back in history to previous visited editor position *Key Bindings: Wing: Back-button-click; Brief: Back-button-click; Eclipse: Ctrl-Q; Emacs: Back-button-click; macOS: Back-button-click; MATLAB: Back-button-click; VI/VIM: Ctrl-O; Visual Studio: Ctrl--; XCode: Command-Ctrl-Left*

## **Editor Visual Mode Commands**

Commands available only when the editor is in visual mode (used for VI bindings and some others)

### **enter-browse-mode ()**

Enter editor browse mode *Key Bindings: VI/VIM: Ctrl-V*

### **enter-insert-mode (pos='delete-sel')**

Enter editor insert mode *Key Bindings: VI/VIM: Shift-A invokes enter-insert-mode(pos="after")*

### **enter-visual-mode (unit='char')**

Alter type of editor visual mode or exit back to browse mode. Unit should be one of 'char', 'line', or 'block'.

### **exit-visual-mode ()**

Exit visual mode and return back to default mode *Key Bindings: Wing: Esc; Brief: Esc; Eclipse: Esc; Emacs: Esc; macOS: Esc; MATLAB: Esc; VI/VIM: Ctrl-[]; Visual Studio: Esc; XCode: Esc*

### **select-inner (extend=False)**

## Command Reference

Select a text object based on the following key press *Key Bindings: VI/VIM: a invokes select-inner(extend=True)*

### **vi-command-by-name ()**

Execute a VI command by name. This implements ":" commands for the VI/Vim keyboard personality. The following subset of VI/Vim : commands are supported:

```
r[!], e[dit], e!, e#, ene[w], w[rite], up[date], wa[ll], q[uit], q[!], qall, wq,
x[it], xall, wqall, sp[lit], vs[plit], new, on[ly], buffers, files, !, s[ubstitute],
d, delm, reg, marks, n[ext], N, p[revious], rew[ind], last, m[ove], co[py], cl[ose]
(an approximation), and set.
```

The supported directives for 'set' are:

```
ic, ignorecase, noic, noignorecase, ai, autoindent, noai, noautoindent, nu, number,
nonu, nonumber, ro, readonly, noro, noreadonly, sm, showmatch, nosm, and noshowmatch.
*Key Bindings: VI/VIM: :*
```

### **Active Editor Commands**

Commands that only apply to editors when they have the keyboard focus. These commands are also available for the Python Shell, Debug Console, and Debug I/O tools, which subclass the source editor, although some of the commands are modified or disabled as appropriate in those contexts.

#### **activate-symbol-option-menu-1 ()**

Activate the 1st symbol menu for the editor. *Key Bindings: Wing: Ctrl-2; Brief: Ctrl-2; Eclipse: Ctrl-2; Emacs: Ctrl-2; macOS: Command-2; MATLAB: Ctrl-2; VI/VIM: Ctrl-2; Visual Studio: Ctrl-2; XCode: Command-2*

#### **activate-symbol-option-menu-2 ()**

Activate the 2nd symbol menu for the editor. *Key Bindings: Wing: Ctrl-3; Brief: Ctrl-3; Eclipse: Ctrl-3; Emacs: Ctrl-3; macOS: Command-3; MATLAB: Ctrl-3; VI/VIM: Ctrl-3; Visual Studio: Ctrl-3; XCode: Command-3*

#### **activate-symbol-option-menu-3 ()**

Activate the 3rd symbol menu for the editor. *Key Bindings: Wing: Ctrl-4; Brief: Ctrl-4; Eclipse: Ctrl-4; Emacs: Ctrl-4; macOS: Command-4; MATLAB: Ctrl-4; VI/VIM: Ctrl-4; Visual Studio: Ctrl-4; XCode: Command-4*

#### **activate-symbol-option-menu-4 ()**

Activate the 4th symbol menu for the editor. *Key Bindings: Wing: Ctrl-5; Brief: Ctrl-5; Eclipse: Ctrl-5; Emacs: Ctrl-5; macOS: Command-5; MATLAB: Ctrl-5; VI/VIM: Ctrl-5; Visual Studio: Ctrl-5; XCode: Command-5*

#### **activate-symbol-option-menu-5 ()**

Activate the 5th symbol menu for the editor. *Key Bindings: Wing: Ctrl-6; Brief: Ctrl-6; Eclipse: Ctrl-6; Emacs: Ctrl-6; macOS: Command-6; MATLAB: Ctrl-6; VI/VIM: Ctrl-6; Visual Studio: Ctrl-6; XCode: Command-6*

**backward-char** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character *Key Bindings: Wing: Left; Brief: Left; Eclipse: Left; Emacs: Ctrl-B; macOS: Ctrl-b; MATLAB: Left; VI/VIM: Ctrl-h; Visual Studio: Left; XCode: Ctrl-b*

**backward-char-extend** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character, adjusting the selection range to new position *Key Binding: Shift-Left*

**backward-char-extend-rect** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor backward one character, adjusting the rectangular selection range to new position *Key Bindings: Wing: Shift-Alt-Left; Brief: Shift-Alt-Left; Eclipse: Shift-Alt-Left; Emacs: Shift-Alt-Left; macOS: Ctrl-Option-Left; MATLAB: Shift-Alt-Left; VI/VIM: Shift-Alt-Left; Visual Studio: Shift-Alt-Left; XCode: Ctrl-Option-Left*

**backward-delete-char** (repeat=<numeric modifier; default=1>)

Delete one character behind the cursor, or the current selection if not empty. *Key Bindings: Wing: Shift-BackSpace; Brief: Shift-BackSpace; Eclipse: Shift-BackSpace; Emacs: Ctrl-H; macOS: Ctrl-h; MATLAB: Shift-BackSpace; VI/VIM: Ctrl-H; Visual Studio: Shift-BackSpace; XCode: Ctrl-h*

**backward-delete-word** (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word behind of the cursor *Key Bindings: Wing: Alt-Delete; Brief: Alt-Delete; Eclipse: Alt-Delete; Emacs: Alt-Delete; macOS: Option-Backspace; MATLAB: Alt-Delete; VI/VIM: Ctrl-W; Visual Studio: Alt-Delete; XCode: Option-Backspace*

**backward-page** (repeat=<numeric modifier; default=1>)

Move cursor backward one page *Key Bindings: Wing: Ctrl-Prior; Brief: Ctrl-Prior; Eclipse: Ctrl-Prior; Emacs: Alt-V; macOS: Option-Page\_Up; MATLAB: Ctrl-Prior; VI/VIM: Ctrl-B; Visual Studio: Ctrl-Prior; XCode: Option-Page\_Up*

**backward-page-extend** (repeat=<numeric modifier; default=1>)

Move cursor backward one page, adjusting the selection range to new position *Key Bindings: Wing: Ctrl-Shift-Page\_Up; Brief: Ctrl-Shift-Page\_Up; Eclipse: Ctrl-Shift-Page\_Up; Emacs: Ctrl-Shift-Page\_Up; macOS: Shift-Page\_Up; MATLAB: Ctrl-Shift-Page\_Up; VI/VIM: Ctrl-Shift-Page\_Up; Visual Studio: Ctrl-Shift-Page\_Up; XCode: Shift-Page\_Up*

**backward-paragraph** (repeat=<numeric modifier; default=1>)

Move cursor backward one paragraph (to next all-whitespace line). *Key Bindings: VI/VIM: {*

**backward-paragraph-extend** (repeat=<numeric modifier; default=1>)

Move cursor backward one paragraph (to next all-whitespace line), adjusting the selection range to new position.

**backward-tab** ()

Outdent line at current position *Key Binding: Shift-Tab*

**backward-word** (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing: Ctrl-Left; Brief: Ctrl-Left; Eclipse: Ctrl-Left; Emacs: Alt-B; macOS: Ctrl-Left invokes backward-word(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn"); MATLAB: Ctrl-Left; VI/VIM: Ctrl-W; Visual Studio: Ctrl-Left; XCode: Ctrl-Left invokes backward-word(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn")*

**backward-word-extend** (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing: Ctrl-Shift-Left; Brief: Ctrl-Shift-Left; Eclipse: Ctrl-Shift-Left; Emacs: Ctrl-Shift-Left; macOS: Option-Shift-Left; MATLAB: Ctrl-Shift-Left; VI/VIM: Ctrl-Shift-Left; Visual Studio: Ctrl-Shift-Left; XCode: Option-Shift-Left*

**beginning-of-line** (toggle=True)

Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa). *Key Bindings: Brief: Shift-Home; Emacs: Ctrl-A; macOS: Ctrl-a; VI/VIM: 0 invokes beginning-of-line(toggle=0); XCode: Ctrl-a*

**beginning-of-line-extend** (toggle=True)

Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa). *Key Bindings: Emacs: Shift-Home; macOS: Command-Shift-Left; XCode: Command-Shift-Left*

**beginning-of-line-text** (toggle=True)

Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa). *Key Bindings: Wing: Home; Brief: Home; Eclipse: Home; Emacs: Home; MATLAB: Home; VI/VIM: \_; Visual Studio: Home*

**beginning-of-line-text-extend** (toggle=True)

Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa). *Key Bindings: Wing: Shift-Home; Brief: Shift-Home; Eclipse: Shift-Home; Emacs: Shift-Home; MATLAB: Shift-Home; VI/VIM: Shift-Home; Visual Studio: Shift-Home*

**beginning-of-screen-line** ()

Move to beginning of current wrapped line *Key Bindings: VI/VIM: g 0*

**beginning-of-screen-line-extend** ()

## Command Reference

Move to beginning of current wrapped line, extending selection

### **beginning-of-screen-line-text** ()

Move to first non-blank character at beginning of current wrapped line *Key Bindings: VI/VIM: g ^*

### **beginning-of-screen-line-text-extend** ()

Move to first non-blank character at beginning of current wrapped line, extending selection

### **brace-match** ()

Match brace at current cursor position, selecting all text between the two and highlighting the braces

*Key Bindings: Wing: Ctrl-J; Eclipse: Ctrl-Shift-P; Emacs: Ctrl-M; macOS: Command-); MATLAB: Ctrl-J; Visual Studio: Ctrl-J; XCode: Command-)*

### **cancel** ()

Cancel current editor command

### **cancel-autocompletion** ()

Cancel any active autocompletion.

### **case-lower** (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to lower case *Key Bindings: Visual Studio: Ctrl-U*

### **case-lower-next-move** (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to lower case *Key Bindings: VI/VIM: g u*

### **case-swap** (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, so each letter is the opposite of its current case *Key Bindings: VI/VIM: ~*

### **case-swap-next-move** (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement so each letter is the opposite of its current case *Key Bindings: VI/VIM: g ~*

### **case-title** (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to title case (first letter of each word capitalized)

### **case-title-next-move** (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to title case (first letter of each word capitalized)

### **case-upper** (repeat=<numeric modifier; default=1>)

Change case of the current selection, or character ahead of the cursor if there is no selection, to upper case *Key Bindings: Visual Studio: Ctrl-Shift-U*

**case-upper-next-move** (repeat=<numeric modifier; default=1>)

Change case of text spanned by next cursor movement to upper case *Key Bindings: VI/VIM: g Shift-U*

**center-cursor** ()

Scroll so cursor is centered on display *Key Bindings: Brief: Ctrl-C; Emacs: Ctrl-L; MATLAB: Ctrl-G; VI/VIM: z z*

**clear** ()

Clear selected text

**clear-move-command** ()

Clear any pending move command action, as for VI mode *Key Bindings: VI/VIM: Esc*

**complete-autocompletion** (append="")

Complete the current active autocompletion.

**copy** ()

Copy selected text *Key Bindings: Wing: Ctrl-C; Brief: Ctrl-C; Eclipse: Ctrl-C; Emacs: Alt-W; macOS: Command-C; MATLAB: Ctrl-C; VI/VIM: Ctrl-Insert; Visual Studio: Ctrl-C; XCode: Command-C*

**copy-line** ()

Copy the current lines(s) to clipboard

**copy-range** (start\_line, end\_line, target\_line)

Copy the given range of lines to the given target line. Copies to current line if target\_line is '.'.

**copy-selection-or-line** ()

Copy the current selection or current line if there is no selection. The text is placed on the clipboard.

**cursor-move-to-bottom** (offset=<numeric modifier; default=0>)

Move cursor to bottom of display (without scrolling), optionally at an offset of given number of lines before bottom *Key Bindings: VI/VIM: Shift-L*

**cursor-move-to-center** ()

Move cursor to center of display (without scrolling) *Key Bindings: VI/VIM: Shift-M*

**cursor-move-to-top** (offset=<numeric modifier; default=0>)

Move cursor to top of display (without scrolling), optionally at an offset of given number of lines below top *Key Bindings: VI/VIM: Shift-H*

**cursor-to-bottom** ()

Scroll so cursor is centered at bottom of display *Key Bindings: VI/VIM: z b*

**cursor-to-top** ()

Scroll so cursor is centered at top of display *Key Bindings: VI/VIM: z +*

### **cut ()**

Cut selected text *Key Bindings: Wing: Ctrl-X; Brief: Ctrl-X; Eclipse: Ctrl-X; Emacs: Ctrl-W; macOS: Command-X; MATLAB: Ctrl-X; VI/VIM: Shift-Delete; Visual Studio: Ctrl-X; XCode: Command-X*

### **cut-line ()**

Cut the current line(s) to clipboard. *Key Bindings: Visual Studio: Ctrl-L*

### **cut-selection-or-line ()**

Cut the current selection or current line if there is no selection. The text is placed on the clipboard. *Key Bindings: Visual Studio: Shift-Delete*

### **delete-line (repeat=<numeric modifier; default=1>)**

Delete the current line or lines when the selection spans multiple lines or given repeat is > 1 *Key Bindings: Wing: Ctrl-Shift-C; Eclipse: Ctrl-D; MATLAB: Ctrl-Shift-C*

### **delete-line-insert (repeat=<numeric modifier; default=1>)**

Delete the current line or lines when the selection spans multiple lines or given repeat is > 1. Enters insert mode (when working with modal key bindings). *Key Bindings: VI/VIM: Shift-S*

### **delete-next-move (repeat=<numeric modifier; default=1>)**

Delete the text covered by the next cursor move command. *Key Bindings: VI/VIM: d*

### **delete-next-move-insert (repeat=<numeric modifier; default=1>)**

Delete the text covered by the next cursor move command and then enter insert mode (when working in a modal editor key binding) *Key Bindings: VI/VIM: c*

### **delete-range (start\_line, end\_line, register=None)**

Delete given range of lines, copying them into given register (or currently selected default register if register is None)

### **delete-to-end-of-line (repeat=<numeric modifier; default=1>, post\_offset=0)**

Delete everything between the cursor and end of line *Key Bindings: MATLAB: Ctrl-K; VI/VIM: Shift-D invokes delete-to-end-of-line(post\_offset=-1)*

### **delete-to-end-of-line-insert (repeat=<numeric modifier; default=1>)**

Delete everything between the cursor and end of line and enter insert move (when working in a modal editor key binding) *Key Bindings: VI/VIM: Shift-C*

### **delete-to-start-of-line ()**

Delete everything between the cursor and start of line *Key Bindings: VI/VIM: Ctrl-U; XCode: Command-Backspace*

### **drop-current-selection ()**

Drop current selection when there's 2+ selections

### **drop-extra-selections ()**

Drop all exceptions except the main selection

**duplicate-line** (pos='below')

Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'. *Key Bindings: Wing: Ctrl-Shift-V; Eclipse: Ctrl-Alt-Down; MATLAB: Ctrl-Shift-V*

**duplicate-line-above** ()

Duplicate the current line or lines above the selection. *Key Bindings: Wing: Ctrl-Shift-Y; Eclipse: Ctrl-Alt-Up; MATLAB: Ctrl-Shift-Y*

**enclose** (start='(', end=')')

Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text. *Key Bindings: Wing: Ctrl-< invokes enclose(start="<", end=">"); Brief: Ctrl-< invokes enclose(start="<", end=">"); Eclipse: Ctrl-< invokes enclose(start="<", end=">"); Emacs: Ctrl-< invokes enclose(start="<", end=">"); MATLAB: Ctrl-< invokes enclose(start="<", end=">"); VI/VIM: Ctrl-< invokes enclose(start="<", end=">"); Visual Studio: Ctrl-< invokes enclose(start="<", end=">")*

**end-of-document** ()

Move cursor to end of document *Key Bindings: Wing: Ctrl-End; Brief: Ctrl-PageDown; Eclipse: Ctrl-End; Emacs: Ctrl-X j; macOS: Command-Down; MATLAB: Ctrl-End; VI/VIM: Ctrl-End; Visual Studio: Ctrl-End; XCode: Command-Down*

**end-of-document-extend** ()

Move cursor to end of document, adjusting the selection range to new position *Key Bindings: Wing: Ctrl-Shift-End; Brief: Ctrl-Shift-End; Eclipse: Ctrl-Shift-End; Emacs: Ctrl-Shift-End; macOS: Shift-End; MATLAB: Ctrl-Shift-End; VI/VIM: Ctrl-Shift-End; Visual Studio: Ctrl-Shift-End; XCode: Shift-End*

**end-of-line** (count=<numeric modifier; default=1>)

Move to end of current line *Key Bindings: Wing: End; Brief: Shift-End; Eclipse: End; Emacs: Ctrl-E; macOS: Ctrl-e; MATLAB: Ctrl-E; VI/VIM: \$; Visual Studio: End; XCode: Ctrl-e*

**end-of-line-extend** (count=<numeric modifier; default=1>)

Move to end of current line, adjusting the selection range to new position *Key Bindings: Wing: Shift-End; Brief: Shift-End; Eclipse: Shift-End; Emacs: Shift-End; macOS: Command-Shift-Right; MATLAB: Shift-End; VI/VIM: Shift-End; Visual Studio: Shift-End; XCode: Command-Shift-Right*

**end-of-screen-line** (count=<numeric modifier; default=1>)

Move to end of current wrapped line *Key Bindings: VI/VIM: g \$*

**end-of-screen-line-extend** (count=<numeric modifier; default=1>)

Move to end of current wrapped line, extending selection

**exchange-point-and-mark** ()



When currently marking text, this exchanges the current position and mark ends of the current selection *Key Bindings: Emacs: Ctrl-X Ctrl-X; VI/VIM: Shift-O*

**filter-next-move** (repeat=<numeric modifier; default=1>)

Filter the lines covered by the next cursor move command through an external command and replace the lines with the result *Key Bindings: VI/VIM: !*

**filter-range** (cmd, start\_line=0, end\_line=-1)

Filter a range of lines in the editor through an external command and replace the lines with the result. Filters the whole file by default. Filters nothing and opens up a scratch buffer with the output of the command if start\_line and end\_line are both -1.

**filter-selection** (cmd)

Filter the current selection through an external command and replace the lines with the result *Key Bindings: VI/VIM: !*

**form-feed** ()

Place a form feed character at the current cursor position

**forward-char** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character *Key Bindings: Wing: Right; Brief: Right; Eclipse: Right; Emacs: Ctrl-F; macOS: Ctrl-f; MATLAB: Right; VI/VIM: l invokes forward-char(wrap=0); Visual Studio: Right; XCode: Ctrl-f*

**forward-char-extend** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character, adjusting the selection range to new position *Key Binding: Shift-Right*

**forward-char-extend-rect** (wrap=1, repeat=<numeric modifier; default=1>)

Move cursor forward one character, adjusting the rectangular selection range to new position *Key Bindings: Wing: Shift-Alt-Right; Brief: Shift-Alt-Right; Eclipse: Shift-Alt-Right; Emacs: Shift-Alt-Right; macOS: Ctrl-Option-Right; MATLAB: Shift-Alt-Right; VI/VIM: Shift-Alt-Right; Visual Studio: Shift-Alt-Right; XCode: Ctrl-Option-Right*

**forward-delete-char** (repeat=<numeric modifier; default=1>)

Delete one character in front of the cursor *Key Bindings: Wing: Delete; Brief: Delete; Eclipse: Delete; Emacs: Ctrl-D; macOS: Ctrl-d; MATLAB: Delete; VI/VIM: Delete; Visual Studio: Delete; XCode: Ctrl-d*

**forward-delete-char-insert** (repeat=<numeric modifier; default=1>)

Delete one char in front of the cursor and enter insert mode (when working in modal key bindings) *Key Bindings: VI/VIM: s*

**forward-delete-char-within-line** (repeat=<numeric modifier; default=1>)

Delete one character in front of the cursor unless at end of line, in which case delete backward. Do nothing if the line is empty. This is VI style 'x' in browser mode. *Key Bindings: VI/VIM: x*

**forward-delete-word** (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word in front of the cursor *Key Bindings: Wing: Ctrl-Delete; Brief: Ctrl-K; Eclipse: Ctrl-Delete; Emacs: Alt-D; macOS: Option-Delete; MATLAB: Ctrl-Delete; VI/VIM: Ctrl-Delete; Visual Studio: Ctrl-Delete; XCode: Option-Delete*

**forward-delete-word-insert** (delimiters=None, repeat=<numeric modifier; default=1>)

Delete one word in front of the cursor and enter insert mode (when working in modal key bindings)

**forward-page** (repeat=<numeric modifier; default=1>)

Move cursor forward one page *Key Bindings: Wing: Ctrl-Next; Brief: Ctrl-Next; Eclipse: Ctrl-Next; Emacs: Ctrl-V; macOS: Ctrl-v; MATLAB: Ctrl-Next; VI/VIM: Ctrl-F; Visual Studio: Ctrl-Next; XCode: Ctrl-v*

**forward-page-extend** (repeat=<numeric modifier; default=1>)

Move cursor forward one page, adjusting the selection range to new position *Key Bindings: Wing: Ctrl-Shift-Page\_Down; Brief: Ctrl-Shift-Page\_Down; Eclipse: Ctrl-Shift-Page\_Down; Emacs: Ctrl-Shift-Page\_Down; macOS: Shift-Page\_Down; MATLAB: Ctrl-Shift-Page\_Down; VI/VIM: Ctrl-Shift-Page\_Down; Visual Studio: Ctrl-Shift-Page\_Down; XCode: Shift-Page\_Down*

**forward-paragraph** (repeat=<numeric modifier; default=1>)

Move cursor forward one paragraph (to next all-whitespace line). *Key Bindings: VI/VIM: }*

**forward-paragraph-extend** (repeat=<numeric modifier; default=1>)

Move cursor forward one paragraph (to next all-whitespace line), adjusting the selection range to new position.

**forward-tab** ()

Place a tab character at the current cursor position *Key Bindings: Wing: Ctrl-T; Brief: Ctrl-T; Eclipse: Ctrl-T; Emacs: Ctrl-T; macOS: Ctrl-T; MATLAB: Tab; VI/VIM: Ctrl-T; Visual Studio: Ctrl-T; XCode: Ctrl-T*

**forward-word** (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing: Ctrl-Right; Brief: Ctrl-Right; Eclipse: Ctrl-Right; Emacs: Alt-F; macOS: Option-Right; MATLAB: Ctrl-Right; VI/VIM: Shift-E invokes forward-word(delimiters=" tnr", gravity="endm1"); Visual Studio: Ctrl-Right; XCode: Option-Right*

**forward-word-extend** (delimiters=None, gravity='start', repeat=<numeric modifier; default=1>)

Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word. *Key Bindings: Wing:*

*Ctrl-Shift-Right; Brief: Ctrl-Shift-Right; Eclipse: Ctrl-Shift-Right; Emacs: Ctrl-Shift-Right; macOS: Ctrl-Shift-Right invokes forward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:','.<>/? trn"); MATLAB: Ctrl-Shift-Right; VI/VIM: Ctrl-Shift-Right; Visual Studio: Ctrl-Shift-Right; XCode: Ctrl-Shift-Right invokes forward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:','.<>/? trn")*

### **goto-overridden-method ()**

Goes to the method that is overridden by the current method

### **hide-selection ()**

Turn off display of the current text selection

### **hide-selections-popup ()**

Hide the selections popup; this overrides the preference setting for the current file

### **indent-to-match (toggle=False)**

Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position. *Key Bindings: Wing: Ctrl-=; Brief: Ctrl-=; Eclipse: Ctrl-=; Emacs: Ctrl-=; macOS: Command-; MATLAB: Ctrl-=; VI/VIM: Ctrl-=; Visual Studio: Ctrl-=; XCode: Ctrl-I*

### **indent-to-next-indent-stop ()**

Indent to next indent stop from the current position. Acts like indent command if selection covers multiple lines.

### **isearch-backward (search\_string=None, repeat=<numeric modifier; default=1>)**

Initiate incremental mini-search backward from the cursor position, optionally entering the given search string *Key Bindings: Wing: Ctrl-Shift-U; Eclipse: Ctrl-Shift-J; Emacs: Ctrl-R; macOS: Command-Shift-U; MATLAB: Ctrl-Shift-R; Visual Studio: Ctrl-Shift-U; XCode: Command-Shift-U*

### **isearch-backward-regex (search\_string=None, repeat=<numeric modifier; default=1>)**

Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string *Key Bindings: Emacs: Ctrl-Alt-R; VI/VIM: ?*

### **isearch-forward (search\_string=None, repeat=<numeric modifier; default=1>)**

Initiate incremental mini-search forward from the cursor position, optionally entering the given search string *Key Bindings: Wing: Ctrl-U; Eclipse: Ctrl-J; Emacs: Ctrl-S; macOS: Command-U; MATLAB: Ctrl-Shift-S; Visual Studio: Ctrl-I; XCode: Command-U*

### **isearch-forward-regex (search\_string=None, repeat=<numeric modifier; default=1>)**

Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string *Key Bindings: Emacs: Ctrl-Alt-S; VI/VIM: /*

### **isearch-repeat (reverse=False, repeat=<numeric modifier; default=1>)**

Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True. *Key Bindings: VI/VIM: Shift-N invokes isearch-repeat(reverse=1)*

**isearch-sel-backward** (persist=True, whole\_word=False, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing: Ctrl-Shift-B; Eclipse: Ctrl-Shift-B; Emacs: Ctrl-C R; MATLAB: Ctrl-Shift-B; VI/VIM: # invokes isearch-sel-backward(persist=0, whole\_word=1); Visual Studio: Ctrl-Shift-B*

**isearch-sel-forward** (persist=True, whole\_word=False, repeat=<numeric modifier; default=1>)

Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately. *Key Bindings: Wing: Ctrl-B; Eclipse: Ctrl-B; Emacs: Ctrl-C S; MATLAB: Ctrl-B; VI/VIM: \* invokes isearch-sel-forward(persist=0, whole\_word=1); Visual Studio: Ctrl-B*

**kill-line** ()

Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line. *Key Bindings: Brief: Alt-K; Emacs: Ctrl-K; macOS: Ctrl-k; XCode: Ctrl-k*

**middle-of-screen-line** ()

Move to middle of current wrapped line *Key Bindings: VI/VIM: g m*

**middle-of-screen-line-extend** ()

Move to middle of current wrapped line, extending selection

**move-line-down** (indent=True, repeat=<numeric modifier; default=1>)

Move the current line or lines up down line, optionally indenting to match the new position *Key Bindings: Wing: Ctrl-Shift-Down; Eclipse: Alt-Down invokes move-line-down(indent=True); MATLAB: Ctrl-Shift-Down; XCode: Command-Alt-]*

**move-line-up** (indent=True, repeat=<numeric modifier; default=1>)

Move the current line or lines up one line, optionally indenting to match the new position *Key Bindings: Wing: Ctrl-Shift-Up; Eclipse: Alt-Up invokes move-line-up(indent=True); MATLAB: Ctrl-Shift-Up; XCode: Command-Alt-[*

**move-range** (start\_line, end\_line, target\_line)

Move the given range of lines to the given target line. Moves to current line if target\_line is '.'.

**move-to-register** (unit='char', cut=0, num=<numeric modifier; default=1>)

Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection. *Key Bindings: VI/VIM: Shift-Y invokes move-to-register(unit="line")*

**move-to-register-next-move** (cut=0, repeat=<numeric modifier; default=1>)

Move the text spanned by the next cursor motion to a register *Key Bindings: VI/VIM: y*

**new-line** (auto\_indent=None)

Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines. *Key Bindings: Wing: Alt-Return; Brief: Alt-Return; Eclipse: Alt-Return; Emacs: Alt-Return; macOS: Option-Return; MATLAB: Shift-Return invokes new-line(auto\_indent="never"); VI/VIM: Ctrl-J; Visual Studio: Alt-Return; XCode: Option-Return*

**new-line-after** ()

Place a new line after the current line *Key Bindings: Wing: Ctrl-Return; Brief: Ctrl-Return; Eclipse: Shift-Enter; Emacs: Ctrl-Return; MATLAB: Ctrl-Return; VI/VIM: Ctrl-Return; Visual Studio: Ctrl-Return*

**new-line-before** ()

Place a new line before the current line *Key Bindings: Wing: Shift-Return; Brief: Shift-Return; Eclipse: Ctrl-Shift-Enter; Emacs: Shift-Return; MATLAB: Shift-Return; VI/VIM: Shift-Return; Visual Studio: Shift-Return*

**next-blank-line** (threshold=0, repeat=<numeric modifier; default=1>)

Move to the next blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed. *Key Bindings: Emacs: Alt-} invokes next-blank-line(threshold=1)*

**next-block** (count=1, ignore\_indented=True)

Select the next block. Will ignore indented blocks under the current block unless ignore\_indented is False. Specify a count of more than 1 to go forward multiple blocks. *Key Bindings: MATLAB: Ctrl-Down*

**next-line** (cursor='same', repeat=<numeric modifier; default=1>)

Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: Wing: Down; Brief: Down; Eclipse: Down; Emacs: Ctrl-N; macOS: Ctrl-n; MATLAB: Down; VI/VIM: Ctrl-N; Visual Studio: Down; XCode: Ctrl-n*

**next-line-extend** (cursor='same', repeat=<numeric modifier; default=1>)

Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection. *Key Bindings: Wing: Shift-Down; Brief: Shift-Down; Eclipse: Shift-Down; Emacs: Shift-Down; macOS: Shift-Alt-Down invokes next-line-extend(cursor="xcode"); MATLAB: Shift-Down; VI/VIM: Shift-Down; Visual Studio: Shift-Down; XCode: Shift-Alt-Down invokes next-line-extend(cursor="xcode")*

**next-line-extend-rect** (cursor='same', repeat=<numeric modifier; default=1>)

Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at

end, or 'fnb' for first non-blank char. *Key Bindings:* Wing: Shift-Alt-Down; Brief: Shift-Alt-Down; Eclipse: Shift-Alt-Down; Emacs: Shift-Alt-Down; macOS: Ctrl-Option-Down; MATLAB: Shift-Alt-Down; VI/VIM: Shift-Alt-Down; Visual Studio: Shift-Alt-Down; XCode: Ctrl-Option-Down

**next-line-in-file** (cursor='start', repeat=<numeric modifier; default=1>)

Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings:* VI/VIM: Ctrl-M invokes *next-line-in-file*(cursor="fnb")

**next-scope** (count=1, sibling\_only=False)

Select the next scope. Specify a count of more than 1 to go forward multiple scopes. If sibling\_only is true, move only to other scopes of the same parent. *Key Bindings:* Eclipse: Ctrl-Shift-Down

**next-statement** (count=1, ignore\_indented=True)

Select the next statement. Will ignore indented statements under the current statements unless ignore\_indented is False. Specify a count of more than 1 to go forward multiple statements. *Key Bindings:* Eclipse: Alt-Shift-Right

**open-line** ()

Open the current line by inserting a newline after the caret *Key Bindings:* Emacs: Ctrl-O

**paste** ()

Paste text from clipboard *Key Bindings:* Wing: Ctrl-V; Brief: Ctrl-V; Eclipse: Ctrl-V; Emacs: Ctrl-Y; macOS: Command-V; MATLAB: Ctrl-V; VI/VIM: Shift-Insert; Visual Studio: Ctrl-V; XCode: Command-V

**paste-register** (pos=1, indent=0, cursor=-1)

Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes. *Key Bindings:* VI/VIM: g Shift-P invokes *paste-register*(pos=-1, cursor=1)

**previous-blank-line** (threshold=0, repeat=<numeric modifier; default=1>)

Move to the previous blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed. *Key Bindings:* Emacs: Alt-{ invokes *previous-blank-line*(threshold=1)

**previous-block** (count=1, ignore\_indented=True)

Select the previous block. Will ignore indented blocks under the current block unless ignore\_indented is False. Specify a count of more than 1 to go backward multiple blocks. *Key Bindings:* MATLAB: Ctrl-Up

**previous-line** (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: Wing: Up; Brief: Up; Eclipse: Up; Emacs: Ctrl-P; macOS: Ctrl-p; MATLAB: Up; VI/VIM: Ctrl-P; Visual Studio: Up; XCode: Ctrl-p*

**previous-line-extend** (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection. *Key Bindings: Wing: Shift-Up; Brief: Shift-Up; Eclipse: Shift-Up; Emacs: Shift-Up; macOS: Shift-Alt-Up invokes previous-line-extend(cursor="xcode"); MATLAB: Shift-Up; VI/VIM: Shift-Up; Visual Studio: Shift-Up; XCode: Shift-Alt-Up invokes previous-line-extend(cursor="xcode")*

**previous-line-extend-rect** (cursor='same', repeat=<numeric modifier; default=1>)

Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: Wing: Shift-Alt-Up; Brief: Shift-Alt-Up; Eclipse: Shift-Alt-Up; Emacs: Shift-Alt-Up; macOS: Ctrl-Option-Up; MATLAB: Shift-Alt-Up; VI/VIM: Shift-Alt-Up; Visual Studio: Shift-Alt-Up; XCode: Ctrl-Option-Up*

**previous-line-in-file** (cursor='start', repeat=<numeric modifier; default=1>)

Move to previous line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char. *Key Bindings: VI/VIM: - invokes previous-line-in-file(cursor="fnb")*

**previous-scope** (count=1, sibling\_only=False)

Select the previous scope. Specify a count of more than 1 to go backward multiple scopes. If sibling\_only is true, move only to other scopes of the same parent. *Key Bindings: Eclipse: Ctrl-Shift-Up*

**previous-statement** (count=1, ignore\_indented=True)

Select the previous statement. Will ignore indented statements under the current statements unless ignore\_indented is False. Specify a count of more than 1 to go back multiple statements. *Key Bindings: Eclipse: Alt-Shift-Left*

**profile-editor-start** ()

Turn on profiling for the current source editor

**profile-editor-stop** ()

Stop profiling and print stats to stdout

**reanalyze-file** ()

Rescan file for code analysis.

**redo** ()

Redo last action *Key Bindings: Wing: Ctrl-Shift-Z; Brief: Ctrl-U; Eclipse: Ctrl-Shift-Z; Emacs: Ctrl-.; macOS: Command-Shift-Z; MATLAB: Alt-Shift-Backspace; VI/VIM: Ctrl-R; Visual Studio: Ctrl-Shift-Z; XCode: Command-Shift-Z*

**repeat-command** (repeat=<numeric modifier; default=1>)

Repeat the last editor command *Key Bindings: VI/VIM: .*

**repeat-search-char** (opposite=0, repeat=<numeric modifier; default=1>)

Repeat the last search\_char operation, optionally in the opposite direction. *Key Bindings: VI/VIM: , invokes repeat-search-char(opposite=1)*

**rstrip-each-line** ()

Strip trailing whitespace from each line.

**scroll-text-down** (repeat=<numeric modifier; default=1>, move\_cursor=True)

Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line. *Key Bindings: Wing: Ctrl-Shift-Down; Brief: Ctrl-D; Eclipse: Ctrl-Shift-Down; Emacs: Ctrl-Shift-Down; MATLAB: Ctrl-Down; VI/VIM: Ctrl-D invokes scroll-text-down(repeat=0.5); Visual Studio: Ctrl-Shift-Down*

**scroll-text-left** (repeat=<numeric modifier; default=1>)

Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen. *Key Bindings: VI/VIM: z Shift-L invokes scroll-text-left(repeat=0.5)*

**scroll-text-page-down** (repeat=<numeric modifier; default=1>, move\_cursor=True)

Scroll text down a page w/o moving cursor's relative position on screen. Repeat is number of pages or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**scroll-text-page-up** (repeat=<numeric modifier; default=1>, move\_cursor=True)

Scroll text up a page w/o moving cursor's relative position on screen. Repeat is number of pages or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**scroll-text-right** (repeat=<numeric modifier; default=1>)

Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen. *Key Bindings: VI/VIM: z Shift-H invokes scroll-text-right(repeat=0.5)*

**scroll-text-up** (repeat=<numeric modifier; default=1>, move\_cursor=True)

Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line. *Key Bindings:*



*Wing: Ctrl-Shift-Up; Brief: Ctrl-E; Eclipse: Ctrl-Shift-Up; Emacs: Ctrl-Shift-Up; MATLAB: Ctrl-Up; VI/VIM: Ctrl-U invokes scroll-text-up(repeat=0.5); Visual Studio: Ctrl-Shift-Up*

**scroll-to-cursor ()**

Scroll to current cursor position, if not already visible

**scroll-to-end** (move\_caret=False)

Scroll to the end of the text in the editor. Set move\_caret to control whether the caret is moved. *Key Bindings: macOS: End; XCode: End*

**scroll-to-start** (move\_caret=False)

Scroll to the top of the text in the editor. Set move\_caret to control whether the the caret is moved. *Key Bindings: macOS: Home; XCode: Home*

**search-char** (dir=1, pos=0, repeat=<numeric modifier; default=1>, single\_line=0)

Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single\_line=1 to search only within the current line. *Key Bindings: VI/VIM: Shift-T invokes search-char(dir=-1, pos=1, single\_line=1)*

**select-all ()**

Select all text in the editor *Key Bindings: Wing: Ctrl-A; Eclipse: Ctrl-A; macOS: Command-A; MATLAB: Ctrl-A; Visual Studio: Ctrl-A; XCode: Command-A*

**select-block ()**

Select the block the cursor is in.

**select-less ()**

Select less code; undoes the last select-more command *Key Bindings: Wing: Ctrl-Down; Brief: Ctrl-Down; Eclipse: Alt-Shift-Down; Emacs: Ctrl-Down; MATLAB: Ctrl-Down; VI/VIM: Ctrl-Down; Visual Studio: Ctrl-Down*

**select-lines ()**

Select the current line or lines

**select-more ()**

Select more code on either the current line or larger multi-line blocks. *Key Bindings: Wing: Ctrl-Up; Brief: Ctrl-Up; Eclipse: Alt-Shift-Up; Emacs: Ctrl-Up; macOS: Option-Up; MATLAB: Ctrl-Up; VI/VIM: Ctrl-Up; Visual Studio: Ctrl-Up; XCode: Option-Up*

**select-scope ()**

Select the scope the cursor is in.

**select-statement ()**

Select the statement the cursor is in.

**selection-add-all-occurrences-in-block** (stop\_at\_blank=True, match\_case=None, whole\_words=None)

Add an extra selection for all occurrences of the main selection text in blocks that contain one or more selections

**selection-add-all-occurrences-in-class** (match\_case=None, whole\_words=None)

Add an extra selection for all occurrences of the main selection text in classes that contain one or more selections

**selection-add-all-occurrences-in-def** (match\_case=None, whole\_words=None)

Add an extra selection for all occurrences of the main selection text in functions / methods that contain one or more selections

**selection-add-all-occurrences-in-file** (match\_case=None, whole\_words=None)

Add an extra selection for all occurrences of the main selection text in the file

**selection-add-next-occurrence** (skip\_current=False, reverse=False, match\_case=None, whole\_words=None, wrap=None)

Add another selection containing the text of the current selection. If skip\_current is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if reverse is true. *Key Bindings:* Wing: Ctrl-Shift-D invokes selection-add-next-occurrence(skip\_current=True); Eclipse: Ctrl-Shift-D invokes selection-add-next-occurrence(skip\_current=True); Emacs: Ctrl-Alt-> invokes selection-add-next-occurrence(skip\_current=True); macOS: Command-Shift-D invokes selection-add-next-occurrence(skip\_current=True); MATLAB: Ctrl-Shift-D invokes selection-add-next-occurrence(skip\_current=True); Visual Studio: Ctrl-Shift-D invokes selection-add-next-occurrence(skip\_current=True); XCode: Command-Shift-D invokes selection-add-next-occurrence(skip\_current=True)

**send-keys** (keys)

Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"
"TestMe"
["test", ('Alt', 'X'), "m"]
[('ctrl-Shift', 'X'), ('shift', 'E'),] *Key Binding: Shift-Space invokes send-keys(keys=" ")*
```

**set-mark-command** (unit='char')

Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle). *Key Bindings:* Emacs: Ctrl-@

**set-register** ()

Set the register to use for subsequent cut/copy/paste operations *Key Bindings:* VI/VIM: "

### **show-autocompleter ()**

Show the auto-completer for current cursor position *Key Bindings: Wing: Ctrl-space; Eclipse: Ctrl-space; Emacs: Alt-/; macOS: Ctrl-space; MATLAB: Ctrl-space; Visual Studio: Ctrl-space; XCode: Ctrl-Space*

### **show-selection ()**

Turn on display of the current text selection

### **show-selections-popup ()**

Show the selections popup; this overrides the preference setting for the current file

### **smart-tab ()**

Implement smart handling of tab key. The behavior varies by context as follows:

- In Non-Python code, always indents to the next indent stop
- On a non-blank line when cursor is at end or before a comment, insert tab
- On a where indent does not match the computed indent level, move to the matching indent level
- Otherwise decrease indent one level (thus a non-blank line toggles between matching position and one block higher)

*Key Bindings: MATLAB: Ctrl-I*

### **start-of-document ()**

Move cursor to start of document *Key Bindings: Wing: Ctrl-Home; Brief: Home Home Home; Eclipse: Ctrl-Home; Emacs: Ctrl-X [; macOS: Command-Up; MATLAB: Ctrl-Home; VI/VIM: Ctrl-Home; Visual Studio: Ctrl-Home; XCode: Command-Up*

### **start-of-document-extend ()**

Move cursor to start of document, adjusting the selection range to new position *Key Bindings: Wing: Ctrl-Shift-Home; Brief: Ctrl-Shift-Home; Eclipse: Ctrl-Shift-Home; Emacs: Ctrl-Shift-Home; macOS: Shift-Home; MATLAB: Ctrl-Shift-Home; VI/VIM: Ctrl-Shift-Home; Visual Studio: Ctrl-Shift-Home; XCode: Shift-Home*

### **stop-mark-command (deselect=True)**

Stop text marking for selection at current cursor position, leaving the selection set as is. Subsequent cursor move operations will deselect the range and set selection to cursor position. Deselect immediately when deselect is True. *Key Bindings: Emacs: Ctrl-G*

### **swap-lines (previous=False)**

Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True. *Key Bindings: Wing: Ctrl-Shift-L; Eclipse: Ctrl-Shift-L; Emacs: Ctrl-X Ctrl-T invokes swap-lines(previous=True); MATLAB: Ctrl-Shift-L*

### **tab-key ()**

Implement the tab key, the action of which is configurable by preference *Key Binding: Tab*

### **toggle-selection-add-match-case ()**

Toggle the value of the default flag for whether the selection add commands match case or not when looking for additional occurrences

### **toggle-selection-add-whole-words ()**

Toggle the value of the default flag for whether the selection add commands only add whole words when looking for additional occurrences

### **toggle-selection-add-wrap ()**

Toggle the value of the default flag for whether the selection add commands wrap when looking for additional occurrences

### **undo ()**

Undo last action *Key Bindings: Wing: Ctrl-Z; Brief: Ctrl-Z; Eclipse: Ctrl-Z; Emacs: Ctrl-X U; macOS: Command-Z; MATLAB: Alt-Backspace; VI/VIM: u; Visual Studio: Ctrl-Z; XCode: Command-Z*

### **yank-line ()**

Yank contents of kill buffer created with kill-line into the edit buffer *Key Bindings: Emacs: Ctrl-Y*

### **yank-range (start\_line, end\_line, register=None)**

Copy given range of lines into given register (or currently selected default register if register is None)

## **General Editor Commands**

Editor commands that act on the current (most recently active) source editor, whether or not it currently has the keyboard focus.

### **black-file (timeout=None)**

Reformat the current file with Black, if installed in the active Python. The command will time out after the given number of seconds, or if timeout is None the timeout configured with the Editor > Auto-formatting > Reformat Timeout preference.

### **black-selection (start=None, end=None)**

Reformat the current selection, or current line if there is no selection with Black. Reformats the given range if start and end are given.

### **check-indent-consistency ()**

Check whether indents consistently use spaces or tabs throughout the file.

### **comment-out-region (style=None)**

Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style

preference is used. Each call adds a level of commenting. *Key Bindings: Wing: Ctrl-/; Eclipse: Ctrl-/; Emacs: Ctrl-C C; macOS: Command-'; MATLAB: Ctrl-/; Visual Studio: Ctrl-K Ctrl-C; XCode: Command-'*

### **comment-out-toggle** (style=None)

Comment out the selected lines. This command is not available if they lines are already commented out. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 block comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

### **comment-toggle** (style=None)

Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used. *Key Bindings: Wing: Ctrl-.; Eclipse: Ctrl-.; Emacs: Ctrl-C #; macOS: Command-;; MATLAB: Ctrl-.; Visual Studio: Ctrl-K Ctrl-T; XCode: Command-/*

### **convert-indents-to-mixed** (indent\_size)

Convert all lines with leading spaces to mixed tabs and spaces.

### **convert-indents-to-spaces-only** (indent\_size)

Convert all lines containing leading tabs to spaces only.

### **convert-indents-to-tabs-only** ()

Convert all indentation to use tab characters only and no spaces

### **evaluate-code-in-debug-console** (code)

Evaluate the given code within the Debug Console tool. When invoking this command directly, only one line can be entered. To enter multiple lines at once, invoke this command with `CAPIApplication.ExecuteCommand()` in the scripting API.

### **evaluate-code-in-shell** (code, restart=False)

Evaluate the given code within the Python Shell tool, optionally restarting the shell first. When invoking this command directly, only one line can be entered. To enter multiple lines at once, invoke this command with `CAPIApplication.ExecuteCommand()` in the scripting API.

### **evaluate-file-in-shell** (restart\_shell=None)

Run or debug the contents of the editor within the Python Shell *Key Bindings: Wing: Ctrl-Alt-V; Eclipse: Ctrl-Alt-V; MATLAB: Ctrl-Alt-V*

### **evaluate-sel-in-debug-console** (whole\_lines=None)

Evaluate the current selection from the editor within the Debug Console tool. When `whole_lines` is set, the selection is rounded to whole lines before evaluation. When unspecified (set to `None`), the

setting from the Shell's Option menu is used instead. *Key Bindings: Wing: Ctrl-Alt-D; Eclipse: Ctrl-Alt-D; MATLAB: Ctrl-Alt-D*

**evaluate-sel-in-shell** (restart\_shell=False, whole\_lines=None)

Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole\_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead. *Key Bindings: Wing: Ctrl-Alt-E; Eclipse: Ctrl-Alt-E; Emacs: Ctrl-C |; MATLAB: F9; XCode: Command-R*

**execute-kbd-macro** (register='a', repeat=<numeric modifier; default=1>)

Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default. *Key Bindings: Wing: Ctrl-M; Brief: F8; Eclipse: Ctrl-M; Emacs: Ctrl-X E; macOS: Command-M; MATLAB: Ctrl-M; VI/VIM: @ invokes execute-kbd-macro(register=None); Visual Studio: Ctrl-M; XCode: Command-M*

**fill-paragraph** ()

Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped. *Key Bindings: Wing: Ctrl-J; Eclipse: Ctrl-Shift-F; Emacs: Alt-Q; macOS: Command-J; MATLAB: Ctrl-J; VI/VIM: g q; Visual Studio: Ctrl-K Ctrl-F; XCode: Command-J*

**find-symbol** ()

Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name *Key Bindings: Wing: Ctrl-Shift-T; Eclipse: Ctrl-O; Emacs: Ctrl-X G; macOS: Command-Shift-T; MATLAB: Shift-F1; VI/VIM: Ctrl-Shift-T; Visual Studio: Ctrl-Shift-T; XCode: Command-Shift-T*

**find-symbol-in-project** (fragment=None)

Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name *Key Bindings: Wing: Ctrl-Shift-P; Eclipse: Ctrl-Shift-T; Emacs: Ctrl-X Ctrl-G; macOS: Command-Shift-P; MATLAB: Ctrl-Shift-F1; VI/VIM: Ctrl-Shift-P; Visual Studio: Ctrl-Shift-P; XCode: Command-Shift-P*

**fold-collapse-all** ()

Collapse all fold points in the current file *Key Bindings: Wing: Alt-Home; Brief: Alt-Home; Eclipse: Alt-Home; Emacs: Alt-Home; macOS: Command-Ctrl--; MATLAB: Ctrl-=; VI/VIM: z Shift-M; Visual Studio: Alt-Home; XCode: Command-Ctrl--*

**fold-collapse-all-clicked** ()

Collapse the clicked fold point completely

**fold-collapse-all-current ()**

Collapse the current fold point completely *Key Bindings: Wing: Alt-Page\_Up; Brief: Alt-Page\_Up; Eclipse: Alt-Page\_Up; Emacs: Alt-Page\_Up; macOS: Command--; MATLAB: Alt-Page\_Up; VI/VIM: Alt-Page\_Up; Visual Studio: Alt-Page\_Up; XCode: Command--*

**fold-collapse-current ()**

Collapse the current fold point *Key Bindings: Eclipse: Ctrl--; VI/VIM: z c*

**fold-collapse-more-clicked ()**

Collapse the clicked fold point one more level

**fold-collapse-more-current ()**

Collapse the current fold point one more level *Key Bindings: Wing: Alt-Up; Brief: Alt-Up; Eclipse: Alt-Up; Emacs: Alt-Up; macOS: Command-\_; MATLAB: Alt-Up; VI/VIM: Alt-Up; Visual Studio: Alt-Up; XCode: Command-Alt-Left*

**fold-expand-all ()**

Expand all fold points in the current file *Key Bindings: Wing: Alt-End; Brief: Alt-End; Eclipse: Ctrl-\*; Emacs: Alt-End; macOS: Command-Ctrl-\*; MATLAB: Ctrl+; VI/VIM: z Shift-R; Visual Studio: Alt-End; XCode: Command-Ctrl-\**

**fold-expand-all-clicked ()**

Expand the clicked fold point completely

**fold-expand-all-current ()**

Expand the current fold point completely *Key Bindings: Wing: Alt-Page\_Down; Brief: Alt-Page\_Down; Eclipse: Alt-Page\_Down; Emacs: Alt-Page\_Down; macOS: Command-\*; MATLAB: Alt-Page\_Down; VI/VIM: z Shift-O; Visual Studio: Alt-Page\_Down; XCode: Command-\**

**fold-expand-current ()**

Expand the current fold point *Key Bindings: Eclipse: Ctrl+; VI/VIM: z o*

**fold-expand-more-clicked ()**

Expand the clicked fold point one more level

**fold-expand-more-current ()**

Expand the current fold point one more level *Key Bindings: Wing: Alt-Down; Brief: Alt-Down; Eclipse: Alt-Down; Emacs: Alt-Down; macOS: Command+; MATLAB: Alt-Down; VI/VIM: Alt-Down; Visual Studio: Alt-Down; XCode: Command-Alt-Right*

**fold-toggle ()**

Toggle the current fold point *Key Bindings: Wing: Alt-/; Brief: Alt-/; Eclipse: Ctrl-/; Emacs: Alt-; macOS: Command-/; MATLAB: Ctrl-.; VI/VIM: Alt-/; Visual Studio: Alt-/; XCode: Command-/*

**fold-toggle-clicked ()**

Toggle the clicked fold point

**force-indent-style-to-match-file ()**

Force the indent style of the editor to match the indent style found in the majority of the file

**force-indent-style-to-mixed ()**

Force the indent style of the editor to mixed use of tabs and spaces, regardless of the file contents

**force-indent-style-to-spaces-only ()**

Force the indent style of the editor to use spaces only, regardless of file contents

**force-indent-style-to-tabs-only ()**

Force the indent style of the editor to use tabs only, regardless of file contents

**goto-column** (column=<numeric modifier; default=0>)

Move cursor to given column *Key Bindings: VI/VIM: |*

**goto-line** (lineno=<numeric modifier>)

Position cursor at start of given line number *Key Bindings: Wing: Ctrl-L; Brief: Alt-G; Eclipse: Ctrl-L; Emacs: Alt-g; macOS: Command-L; MATLAB: Ctrl-G; Visual Studio: Ctrl-G; XCode: Command-L*

**goto-line-select** (lineno=<numeric modifier>)

Scroll to and select the given line number

**goto-nth-line** (lineno=<numeric modifier; default=1>, cursor='start')

Position cursor at start of given line number (1=first, -1 = last). This differs from goto-line in that it never prompts for a line number but instead uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character. *Key Bindings: VI/VIM: g g invokes goto-nth-line(cursor="fnb")*

**goto-nth-line-default-end** (lineno=<numeric modifier; default=0>, cursor='start')

Same as goto\_nth\_line but defaults to end of file if no lineno is given *Key Bindings: VI/VIM: Shift-G invokes goto-nth-line-default-end(cursor="fnb")*

**goto-percent-line** (percent=<numeric modifier; default=0>, cursor='start')

Position cursor at start of line at given percent in file. This uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character, or in VI mode it will do brace matching operation to reflect how VI overrides this command. *Key Bindings: VI/VIM: % invokes goto-percent-line(cursor="fnb")*

**hide-all-whitespace ()**

Turn off all special marks for displaying white space and end-of-line

**hide-eol ()**

Turn off special marks for displaying end-of-line chars



**hide-indent-guides** ()

Turn off special marks for displaying indent level

**hide-whitespace** ()

Turn off special marks for displaying white space

**indent-lines** (lines=None, levels=<numeric modifier; default=1>)

Indent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to indent more than one level at a time. *Key Bindings: Eclipse: Ctrl-| invokes indent-lines(lines=1); MATLAB: Ctrl-]; VI/VIM: >*

**indent-next-move** (num=<numeric modifier; default=1>)

Indent lines spanned by next cursor move *Key Bindings: VI/VIM: >*

**indent-region** (sel=None)

Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent. *Key Bindings: Wing: Ctrl->; Eclipse: Ctrl->; Emacs: Ctrl-C >; macOS: Command-]; MATLAB: Ctrl->; VI/VIM: Ctrl-T; Visual Studio: Ctrl->; XCode: Command-]*

**indent-to-match-next-move** (num=<numeric modifier; default=1>)

Indent lines spanned by next cursor move to match, based on the preceding line *Key Bindings: VI/VIM: =*

**insert-command** (cmd)

Insert the output for the given command at current cursor position. Some special characters in the command line (if not escaped with \) will be replaced as follows:

```
% -- Current file's full path name
# -- Previous file's full path name
```

**insert-file** (filename)

Insert a file at current cursor position, prompting user for file selection *Key Bindings: Brief: Alt-R; Emacs: Ctrl-X I*

**join-lines** (delim=' ', num=<numeric modifier; default=2>)

Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default) *Key Bindings: VI/VIM: g Shift-J invokes join-lines(delim="")*

**join-selection** (delim=' ')

Join together all lines in given selection (replace newlines with the given delimiter (single space by default) *Key Bindings: VI/VIM: g Shift-J invokes join-selection(delim="")*

**kill-buffer** ()

Close the current text file *Key Bindings: Brief: Ctrl--; Emacs: Ctrl-X K*

**outdent-lines** (lines=None, levels=<numeric modifier; default=1>)

Outdent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to outdent more than one level at a time. *Key Bindings: MATLAB: Ctrl-[]; VI/VIM: <*

**outdent-next-move** (num=<numeric modifier; default=1>)

Outdent lines spanned by next cursor move *Key Bindings: VI/VIM: <*

**outdent-region** (sel=None)

Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent. *Key Bindings: Wing: Ctrl-<; Eclipse: Shift-Tab; Emacs: Ctrl-C <; macOS: Command-[]; MATLAB: Ctrl-<; VI/VIM: Ctrl-D; Visual Studio: Ctrl-<; XCode: Command-[]*

**page-setup** ()

Show printing page setup dialog

**pep8-file** (indentation=None, timeout=None)

Reformat the current file to comply with PEP 8 formatting conventions. Indentation is left unchanged unless indentation=True or indentation=None and the Editor > PEP 8 > Reindent All Lines preference is enabled. Indentation within logical lines is always updated. The command will time out after the given number of seconds, or if timeout is None the timeout configured with the Editor > Auto-formatting > Reformat Timeout preference.

**pep8-selection** (start=None, end=None)

Reformat the current selection, or current line if there is no selection, to comply with PEP 8 formatting conventions. Reformats the given range if start and end are given.

**print-view** ()

Print active editor document *Key Bindings: Wing: Ctrl-P; Eclipse: Ctrl-P; macOS: Command-P; MATLAB: Ctrl-P; Visual Studio: Ctrl-P; XCode: Command-P*

**query-replace** (search\_string, replace\_string)

Initiate incremental mini-search query/replace from the cursor position. *Key Bindings: Wing: Alt-comma; Eclipse: Alt-comma; Emacs: Alt-%; macOS: Ctrl-R; MATLAB: Alt-comma; Visual Studio: Alt-comma; XCode: Ctrl-R*

**query-replace-regex** (search\_string, replace\_string)

Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression. *Key Bindings: Wing: Ctrl-Alt-Comma; Eclipse: Ctrl-Alt-Comma; Emacs: Ctrl-Alt-%; MATLAB: Ctrl-Alt-Comma; Visual Studio: Ctrl-Alt-Comma*

**range-replace** (search\_string, replace\_string, confirm, range\_limit, match\_limit, regex)

## Command Reference

Initiate incremental mini-search query/replace within the given selection. This is similar to `query_replace` but allows some additional options:

```
confirm -- True to confirm each replace
range_limit -- None to replace between current selection start and end of document,
  1 to limit operation to current selection or to current line if selection is empty,
  (start, end) to limit operation to within given selection range, or "first|last"
  to limit operating withing given range of lines (1=first).
match_limit -- None to replace any number of matches, or limit of number of replaces.
  When set to "1" plus a number, limits to that number of matches per line,
  rather than as a whole.
regex -- Treat search string as a regular expression
```

**repeat-replace** (repeat=<numeric modifier; default=1>)

Repeat the last query replace or range replace operation on the current line. The first match is replaced without confirmation. *Key Bindings: VI/VIM: &*

**replace-char** (line\_mode='multiline', num=<numeric modifier; default=1>)

Replace num characters with given character. Set line\_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position. *Key Bindings: VI/VIM: r*

**replace-string** (search\_string, replace\_string)

Replace all occurrences of a string from the cursor position to end of file. *Key Bindings: Wing: Alt-.; Eclipse: Alt-.; Emacs: Alt-@; MATLAB: Alt-.; Visual Studio: Alt-.*

**replace-string-regex** (search\_string, replace\_string)

Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression. *Key Bindings: Wing: Ctrl-Alt-.; Eclipse: Ctrl-Alt-.; Emacs: Ctrl-Alt-@; MATLAB: Ctrl-Alt-.; Visual Studio: Ctrl-Alt-.*

**save-buffer** ()

Save the current text file to disk

**set-readonly** ()

Set editor to be readonly. This cannot be done if the editor contains any unsaved edits.

**set-visit-history-anchor** ()

Set anchor in the visit history to go back to

**set-writable** ()

Set editor to be writable. This can be used to override the read-only state used initially for editors displaying files that are read-only on disk.

**show-all-whitespace** ()

Turn on all special marks for displaying white space and end-of-line

**show-eol** ()

## Command Reference

Turn on special marks for displaying end-of-line chars

**show-indent-guides** ()

Turn on special marks for displaying indent level

**show-indent-manager** ()

Display the indentation manager for this editor file

**show-whitespace** ()

Turn on special marks for displaying white space

**start-kbd-macro** (register='a')

Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default. *Key Bindings: Wing: Ctrl-; Brief: F7; Eclipse: Ctrl-; Emacs: Ctrl-X ; macOS: Command-Shift-M; MATLAB: Ctrl-; VI/VIM: q invokes start-kbd-macro(register=None); Visual Studio: Ctrl-; XCode: Command-Shift-M*

**stop-kbd-macro** ()

Stop definition of a keyboard macro *Key Bindings: Wing: Ctrl-; Brief: Shift-F7; Eclipse: Ctrl-; Emacs: Ctrl-X ; macOS: Command-Shift-M; MATLAB: Ctrl-; VI/VIM: q; Visual Studio: Ctrl-; XCode: Command-Shift-M*

**toggle-auto-editing** ()

Toggle the global auto-editing switch. When enabled, the editor performs the auto-edits that have been selected in the Editor > Auto-Editing preferences group.

**toggle-line-wrapping** ()

Toggles line wrapping preference for all editors

**toggle-overtyping** ()

Toggle status of overtyping mode *Key Bindings: Wing: Insert; Brief: Alt-I; Eclipse: Ctrl-Shift-Insert; Emacs: Insert; MATLAB: Insert; VI/VIM: Insert; Visual Studio: Insert*

**uncomment-out-region** (one\_level=True)

Uncomment out the selected region if commented out. If one\_level is True then each call removes only one level of commenting. *Key Bindings: Wing: Ctrl-?; Eclipse: Ctrl-; Emacs: Ctrl-C U; macOS: Command-"; MATLAB: Ctrl-?; Visual Studio: Ctrl-K Ctrl-U; XCode: Command-*

**uncomment-out-toggle** (style=None)

Remove commenting from the selected lines, if any. This command is not available if the lines are not commented out.

**use-lexer-ada** ()

Force syntax highlighting Ada source

**use-lexer-apache-conf** ()

## Command Reference

Force syntax highlighting for Apache configuration file format

**use-lexer-asm** ()

Force syntax highlighting for Masm assembly language

**use-lexer-ave** ()

Force syntax highlighting for Avenue GIS language

**use-lexer-baan** ()

Force syntax highlighting for Baan

**use-lexer-bash** ()

Force syntax highlighting for bash scripts

**use-lexer-bullant** ()

Force syntax highlighting for Bullant

**use-lexer-by-doctype** ()

Use syntax highlighting appropriate to the file type

**use-lexer-cmake** ()

Force syntax highlighting for CMake file

**use-lexer-coffee-script** ()

Force syntax highlighting for Coffee Script source file

**use-lexer-cpp** ()

Force syntax highlighting for C/C++ source *Key Bindings: Wing: Ctrl-7 C; Eclipse: Ctrl-7 C; Emacs: Ctrl-X L C; macOS: Command-7 C; MATLAB: Ctrl-7 C; Visual Studio: Ctrl-7 C; XCode: Command-7 C*

**use-lexer-css2** ()

Force syntax highlighting for CSS2

**use-lexer-cython** ()

Force syntax highlighting for Cython source

**use-lexer-diff** ()

Force syntax highlighting for diff/cdiff files

**use-lexer-django** ()

Force syntax highlighting for Django template file

**use-lexer-dos-batch** ()

Force syntax highlighting for DOS batch files

**use-lexer-eiffel** ()

## Command Reference

Force syntax highlighting for Eiffel source

**use-lexer-errlist ()**

Force syntax highlighting for error list format

**use-lexer-escript ()**

Force syntax highlighting for EScript

**use-lexer-fortran ()**

Force syntax highlighting for Fortran

**use-lexer-hss ()**

Force syntax highlighting for HSS CSS extension language

**use-lexer-html ()**

Force syntax highlighting for HTML *Key Bindings: Wing: Ctrl-7 H; Eclipse: Ctrl-7 H; Emacs: Ctrl-X L H; macOS: Command-7 H; MATLAB: Ctrl-7 H; Visual Studio: Ctrl-7 H; XCode: Command-7 H*

**use-lexer-idl ()**

Force syntax highlighting for XP IDL

**use-lexer-java ()**

Force syntax highlighting for Java source

**use-lexer-javascript ()**

Force syntax highlighting for Javascript

**use-lexer-latex ()**

Force syntax highlighting for LaTeX

**use-lexer-less ()**

Force syntax highlighting for Less CSS extension language

**use-lexer-lisp ()**

Force syntax highlighting for Lisp source

**use-lexer-lout ()**

Force syntax highlighting for LOUT typesetting language

**use-lexer-lua ()**

Force syntax highlighting for Lua

**use-lexer-makefile ()**

Force syntax highlighting for make files *Key Bindings: Wing: Ctrl-7 M; Eclipse: Ctrl-7 M; Emacs: Ctrl-X L M; macOS: Command-7 M; MATLAB: Ctrl-7 M; Visual Studio: Ctrl-7 M; XCode: Command-7 M*

**use-lexer-mako ()**

Force syntax highlighting for Mako template file

**use-lexer-matlab ()**

Force syntax highlighting for Matlab

**use-lexer-mmixal ()**

Force syntax highlighting for MMIX assembly language

**use-lexer-msidl ()**

Force syntax highlighting for MS IDL

**use-lexer-nncrontab ()**

Force syntax highlighting for NNCrontab files

**use-lexer-none ()**

Use no syntax highlighting *Key Bindings: Wing: Ctrl-7 N; Eclipse: Ctrl-7 N; Emacs: Ctrl-X L N; macOS: Command-7 N; MATLAB: Ctrl-7 N; Visual Studio: Ctrl-7 N; XCode: Command-7 N*

**use-lexer-nsis ()**

Force syntax highlighting for NSIS

**use-lexer-pascal ()**

Force syntax highlighting for Pascal source

**use-lexer-perl ()**

Force syntax highlighting for Perl source

**use-lexer-php ()**

Force syntax highlighting for PHP source

**use-lexer-plsql ()**

Force syntax highlighting for PL/SQL files

**use-lexer-pov ()**

Force syntax highlighting for POV ray tracer scene description language

**use-lexer-properties ()**

Force syntax highlighting for properties files

**use-lexer-ps ()**

Force syntax highlighting for Postscript

**use-lexer-python ()**

## Command Reference

Force syntax highlighting for Python source *Key Bindings: Wing: Ctrl-7 P; Eclipse: Ctrl-7 P; Emacs: Ctrl-X L P; macOS: Command-7 P; MATLAB: Ctrl-7 P; Visual Studio: Ctrl-7 P; XCode: Command-7 P*

### **use-lexer-qss ()**

Force syntax highlighting for QSS (Qt Style sheets)

### **use-lexer-r ()**

Force syntax highlighting for R source file

### **use-lexer-rc ()**

Force syntax highlighting for RC file format

### **use-lexer-ruby ()**

Force syntax highlighting for Ruby source

### **use-lexer-scriptol ()**

Force syntax highlighting for Scriptol

### **use-lexer-scss ()**

Force syntax highlighting for SCSS formatted SASS

### **use-lexer-sql ()**

Force syntax highlighting for SQL *Key Bindings: Wing: Ctrl-7 S; Eclipse: Ctrl-7 S; Emacs: Ctrl-X L S; macOS: Command-7 S; MATLAB: Ctrl-7 S; Visual Studio: Ctrl-7 S; XCode: Command-7 S*

### **use-lexer-tcl ()**

Force syntax highlighting for TCL

### **use-lexer-vb ()**

Force syntax highlighting for Visual Basic

### **use-lexer-vxml ()**

Force syntax highlighting for VXML

### **use-lexer-xcode ()**

Force syntax highlighting for XCode files

### **use-lexer-xml ()**

Force syntax highlighting for XML files *Key Bindings: Wing: Ctrl-7 X; Eclipse: Ctrl-7 X; macOS: Command-7 X; MATLAB: Ctrl-7 X; Visual Studio: Ctrl-7 X; XCode: Command-7 X*

### **use-lexer-yaml ()**

Force syntax highlighting for YAML

### **wrap-selection ()**



## Command Reference

Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

### **yapf-file** (timeout=None)

Reformat the current file with YAPF, if installed in the active Python. The command will time out after the given number of seconds, or if timeout is None the timeout configured with the Editor > Auto-formatting > Reformat Timeout preference.

### **yapf-selection** (start=None, end=None)

Reformat the current selection, or current line if there is no selection with YAPF. Reformats the given range if start and end are given.

### **zoom-in** ()

Zoom in, increasing the text display size temporarily by one font size *Key Binding: Ctrl-+*

### **zoom-out** ()

Zoom out, increasing the text display size temporarily by one font size *Key Binding: Ctrl--*

### **zoom-reset** ()

Reset font zoom factor back to zero *Key Binding: Ctrl-\_*

## **Shell Or Editor Commands**

Commands available when working either in the shell or editor

### **goto-clicked-symbol-defn** (other\_split=None)

Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value. *Key Bindings: Wing: Ctrl-left-button-click; Brief: Ctrl-left-button-click; Eclipse: Ctrl-left-button-click; Emacs: Ctrl-left-button-click; macOS: Command-left-button-click; MATLAB: Ctrl-left-button-click; VI/VIM: Ctrl-left-button-click; Visual Studio: Ctrl-left-button-click; XCode: Command-left-button-click*

### **goto-selected-symbol-defn** (other\_split=None)

Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value. *Key Bindings: Wing: F4; Brief: Alt-H; Eclipse: Ctrl-G; Emacs: Alt-.; macOS: F4; MATLAB: F4; VI/VIM: g Shift-D; Visual Studio: F4; XCode: F4*

### ***Source Assistant Commands***

Commands for source assistant

**hide-assistant-resolution-steps** (path="")

Hide the steps used to determine likely types in the source assistant

**show-assistant-resolution-steps** (path="")

Show the steps used to determine likely types in the source assistant

### ***Bookmark View Commands***

Commands available on a specific instance of the bookmark manager tool

**bookmarks-export-selected** (filename)

Export the selected bookmarks

**bookmarks-export-visible** (filename)

Export all visible bookmarks

**bookmarks-import** (filename)

Not documented

**bookmarks-remove-all** (confirm=1)

Remove all bookmarks

**bookmarks-selected-edit** ()

Edit the selected bookmark

**bookmarks-selected-goto** ()

Goto the selected bookmarks

**bookmarks-selected-remove** (confirm=1)

Remove the selected bookmark

**bookmarks-show-docs** ()

Show the Wing documentation section for the bookmarks manager

### ***Snippet Commands***

Top-level commands for code snippets

**snippet** (snippet\_name)

Insert given snippet into current editor, selecting the snippet appropriate for that file type from universal snippets if not found. This will preprocess the snippet to match indentation style to the target file, adjusts indentation based on context, and starts inline argument collection..

**snippet-file** (snippet\_name, mime\_type="", context='all')

Create a new file with given snippet and start inline snippet argument collection. If mime type is given, a file of that type is created. Otherwise, all snippets are searched and the first found snippet of given name is used, and file type matches the type of the snippet

### ***Snippet View Commands***

Commands available on a specific instance of the snippet manager tool

**snippet-add** (new\_snippet\_name, ttype="")

Add a new snippet to the current Snippets tool page or the given page

**snippet-add-file-type** (file\_extension)

Add a file type to the snippet manager. The file type is the file extension. It is added to the last directory on the snippet path.

**snippet-assign-key-binding** ()

Assign/reassign/unassign the key binding associated with the given snippet by name.

**snippet-clear-key-binding** ()

Clear the key binding associated with the given snippet

**snippet-reload-all** ()

Reload all the snippet files. The snippet manager does this automatically most of the time, but reload can be useful to cause the snippet panel display to update when snippets are added or removed from outside of Wing.

**snippet-remove-file-type** ()

Remove a file type from the snippet manager, including any snippets defined for it. This operates only on the last directory on the snippet path.

**snippet-rename-file-type** (new\_file\_extension)

Rename a file type to the snippet manager. The file type is the file extension. This operates on the last directory on the snippet path.

**snippet-restore-defaults** (delete=False)

Restore the factory default snippets. If delete is True, this will completely remove all snippets first so any changes made to snippets will be lost. If delete is False, only missing snippet files will be restored.

**snippet-selected-copy** (new\_name)

Copy the selected snippet to a new name in the same context

**snippet-selected-edit** ()

Edit the selected snippet

**snippet-selected-new-file** ()

Paste the currently selected snippet into a new editor

**snippet-selected-paste** ()

Paste the currently selected snippet into the current editor

**snippet-selected-remove** ()

Remove the selected snippet

**snippet-selected-rename** (new\_name)

Rename the selected snippet

**snippet-show-docs** ()

Show the Wing documentation section for the snippet manager

## 15.4. Search Manager Commands

### Toolbar Search Commands

Commands available when the tool bar search entry area has the keyboard focus.

**backward-char** ()

Move backward one character *Key Bindings: Wing: Left; Brief: Left; Eclipse: Left; Emacs: Ctrl-B; macOS: Ctrl-b; MATLAB: Left; VI/VIM: Ctrl-h; Visual Studio: Left; XCode: Ctrl-b*

**backward-char-extend** ()

Move backward one character, extending the selection *Key Binding: Shift-Left*

**backward-delete-char** ()

Delete character behind the cursor *Key Bindings: Wing: Shift-BackSpace; Brief: Shift-BackSpace; Eclipse: Shift-BackSpace; Emacs: Ctrl-H; macOS: Ctrl-h; MATLAB: Shift-BackSpace; VI/VIM: Ctrl-H; Visual Studio: Shift-BackSpace; XCode: Ctrl-h*

**backward-delete-word** ()

Delete word behind the cursor *Key Bindings: Wing: Alt-Delete; Brief: Alt-Delete; Eclipse: Alt-Delete; Emacs: Alt-Delete; macOS: Option-Backspace; MATLAB: Alt-Delete; VI/VIM: Ctrl-W; Visual Studio: Alt-Delete; XCode: Option-Backspace*

**backward-word** ()

Move backward one word *Key Bindings: Wing: Ctrl-Left; Brief: Ctrl-Left; Eclipse: Ctrl-Left; Emacs: Alt-B; macOS: Ctrl-Left invokes backward-word(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn"); MATLAB: Ctrl-Left; VI/VIM: Ctrl-W; Visual Studio: Ctrl-Left; XCode: Ctrl-Left invokes backward-word(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn")*

**backward-word-extend** ()

Move backward one word, extending the selection *Key Bindings: Wing: Ctrl-Shift-Left; Brief: Ctrl-Shift-Left; Eclipse: Ctrl-Shift-Left; Emacs: Ctrl-Shift-Left; macOS: Option-Shift-Left; MATLAB: Ctrl-Shift-Left; VI/VIM: Ctrl-Shift-Left; Visual Studio: Ctrl-Shift-Left; XCode: Option-Shift-Left*

### **beginning-of-line ()**

Move to the beginning of the toolbar search entry *Key Bindings: Brief: Shift-Home; Emacs: Ctrl-A; macOS: Ctrl-a; VI/VIM: 0 invokes beginning-of-line(toggle=0); XCode: Ctrl-a*

### **beginning-of-line-extend ()**

Move to the beginning of the toolbar search entry, extending the selection *Key Bindings: Emacs: Shift-Home; macOS: Command-Shift-Left; XCode: Command-Shift-Left*

### **copy ()**

Cut selection *Key Bindings: Wing: Ctrl-C; Brief: Ctrl-C; Eclipse: Ctrl-C; Emacs: Alt-W; macOS: Command-C; MATLAB: Ctrl-C; VI/VIM: Ctrl-Insert; Visual Studio: Ctrl-C; XCode: Command-C*

### **cut ()**

Cut selection *Key Bindings: Wing: Ctrl-X; Brief: Ctrl-X; Eclipse: Ctrl-X; Emacs: Ctrl-W; macOS: Command-X; MATLAB: Ctrl-X; VI/VIM: Shift-Delete; Visual Studio: Ctrl-X; XCode: Command-X*

### **end-of-line ()**

Move to the end of the toolbar search entry *Key Bindings: Wing: End; Brief: Shift-End; Eclipse: End; Emacs: Ctrl-E; macOS: Ctrl-e; MATLAB: Ctrl-E; VI/VIM: \$; Visual Studio: End; XCode: Ctrl-e*

### **end-of-line-extend ()**

Move to the end of the toolbar search entry, extending the selection *Key Bindings: Wing: Shift-End; Brief: Shift-End; Eclipse: Shift-End; Emacs: Shift-End; macOS: Command-Shift-Right; MATLAB: Shift-End; VI/VIM: Shift-End; Visual Studio: Shift-End; XCode: Command-Shift-Right*

### **forward-char ()**

Move forward one character *Key Bindings: Wing: Right; Brief: Right; Eclipse: Right; Emacs: Ctrl-F; macOS: Ctrl-f; MATLAB: Right; VI/VIM: 1 invokes forward-char(wrap=0); Visual Studio: Right; XCode: Ctrl-f*

### **forward-char-extend ()**

Move forward one character, extending the selection *Key Binding: Shift-Right*

### **forward-delete-char ()**

Delete character in front of the cursor *Key Bindings: Wing: Delete; Brief: Delete; Eclipse: Delete; Emacs: Ctrl-D; macOS: Ctrl-d; MATLAB: Delete; VI/VIM: Delete; Visual Studio: Delete; XCode: Ctrl-d*

### **forward-delete-word ()**

## Command Reference

Delete word in front of the cursor *Key Bindings: Wing: Ctrl-Delete; Brief: Ctrl-K; Eclipse: Ctrl-Delete; Emacs: Alt-D; macOS: Option-Delete; MATLAB: Ctrl-Delete; VI/VIM: Ctrl-Delete; Visual Studio: Ctrl-Delete; XCode: Option-Delete*

### **forward-word ()**

Move forward one word *Key Bindings: Wing: Ctrl-Right; Brief: Ctrl-Right; Eclipse: Ctrl-Right; Emacs: Alt-F; macOS: Option-Right; MATLAB: Ctrl-Right; VI/VIM: Shift-E invokes forward-word(delimiters="trn", gravity="endm1"); Visual Studio: Ctrl-Right; XCode: Option-Right*

### **forward-word-extend ()**

Move forward one word, extending the selection *Key Bindings: Wing: Ctrl-Shift-Right; Brief: Ctrl-Shift-Right; Eclipse: Ctrl-Shift-Right; Emacs: Ctrl-Shift-Right; macOS: Ctrl-Shift-Right invokes forward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn"); MATLAB: Ctrl-Shift-Right; VI/VIM: Ctrl-Shift-Right; Visual Studio: Ctrl-Shift-Right; XCode: Ctrl-Shift-Right invokes forward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-=[]\|;:'.<>/? trn")*

### **paste ()**

Paste from clipboard *Key Bindings: Wing: Ctrl-V; Brief: Ctrl-V; Eclipse: Ctrl-V; Emacs: Ctrl-Y; macOS: Command-V; MATLAB: Ctrl-V; VI/VIM: Shift-Insert; Visual Studio: Ctrl-V; XCode: Command-V*

## **Search Manager Commands**

Globally available commands defined for the search manager. These commands are available regardless of whether a search manager is visible or has keyboard focus.

### **batch-replace** (look\_in=None, use\_selection=True)

Display search and replace in files tool. *Key Bindings: Wing: Ctrl-Shift-H; Eclipse: Ctrl-Shift-H; Emacs: Ctrl-; macOS: Command-Shift-R; MATLAB: Ctrl-Shift-H; VI/VIM: Ctrl-Shift-G; Visual Studio: Ctrl-Shift-H; XCode: Command-Alt-Shift-F*

### **batch-search** (look\_in=None, use\_selection=True, search\_text=None)

Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided *Key Bindings: Wing: Ctrl-Shift-F; Eclipse: Ctrl-Shift-U invokes batch-search(look\_in="Current File"); Emacs: Ctrl-; macOS: Command-Shift-F; MATLAB: Ctrl-H; VI/VIM: Ctrl-Shift-F; Visual Studio: Ctrl-Shift-F; XCode: Command-Shift-F*

### **batch-search-backward ()**

Move to the previous found match in the Search in Files tool.

### **batch-search-forward ()**

Move to the next found match in the Search in Files tool.

### **batch-search-pause ()**

## Command Reference

Pause the currently running batch search, if any

### **replace ()**

Bring up the search manager in replace mode. *Key Bindings:* Wing: Ctrl-H; Brief: Alt-T; Eclipse: Ctrl-H; Emacs: Ctrl-0; macOS: Command-R; MATLAB: Ctrl-H; Visual Studio: Ctrl-H; XCode: Command-Alt-F

### **replace-again ()**

Replace current selection with the search manager.

### **replace-and-search ()**

Replace current selection and search again. *Key Bindings:* Wing: Ctrl-I; Brief: Shift-F6; Eclipse: Ctrl-I; macOS: Command-Ctrl-R; MATLAB: Ctrl-I; XCode: Command-Ctrl-R

### **search ()**

Bring up the search manager in search mode. *Key Bindings:* Wing: Ctrl-F; Brief: F5; Eclipse: Ctrl-F; Emacs: Ctrl-9; macOS: Command-F; MATLAB: Ctrl-F; VI/VIM: Alt-F3; Visual Studio: Ctrl-F; XCode: Command-F

### **search-again (search\_string="", direction=1)**

Search again using the search manager's current settings.

### **search-backward (search\_string=None)**

Search again using the search manager's current settings in backward direction *Key Bindings:* Wing: Ctrl-Shift-G; Brief: Shift-F3; Eclipse: Ctrl-Shift-K; Emacs: Shift-F3; macOS: Command-Shift-G; MATLAB: Ctrl-Shift-G; VI/VIM: Shift-F3; Visual Studio: Ctrl-Shift-G; XCode: Command-Shift-G

### **search-forward (search\_string="")**

Search again using the search manager's current settings in forward direction *Key Bindings:* Wing: Ctrl-G; Brief: Shift-F5; Eclipse: Ctrl-K; Emacs: F3; macOS: Command-G; MATLAB: Ctrl-G; VI/VIM: F3; Visual Studio: F3; XCode: Command-G

### **search-sel ()**

Search forward using current selection

### **search-sel-backward ()**

Search backward using current selection *Key Bindings:* Wing: Ctrl-Alt-B; Brief: Alt-F5; Eclipse: Ctrl-Alt-B; Emacs: Ctrl-Alt-B; macOS: Command-Shift-F3; MATLAB: Ctrl-Alt-B; VI/VIM: Ctrl-Shift-F3; Visual Studio: Ctrl-Alt-B; XCode: Command-Shift-F3

### **search-sel-forward ()**

Search forward using current selection *Key Bindings:* Wing: Ctrl-Alt-F; Brief: Ctrl-F3; Eclipse: Ctrl-Alt-F; Emacs: Ctrl-Alt-F; macOS: Command-E; MATLAB: Ctrl-Alt-F; VI/VIM: Ctrl-F3; Visual Studio: Ctrl-Alt-F; XCode: Command-E

### **Search Manager Instance Commands**

Commands for a particular search manager instance. These are only available when the search manager has the keyboard focus.

#### **clear ()**

Clear selected text

#### **copy ()**

Copy selected text *Key Bindings: Wing: Ctrl-C; Brief: Ctrl-C; Eclipse: Ctrl-C; Emacs: Alt-W; macOS: Command-C; MATLAB: Ctrl-C; VI/VIM: Ctrl-Insert; Visual Studio: Ctrl-C; XCode: Command-C*

#### **cut ()**

Cut selected text *Key Bindings: Wing: Ctrl-X; Brief: Ctrl-X; Eclipse: Ctrl-X; Emacs: Ctrl-W; macOS: Command-X; MATLAB: Ctrl-X; VI/VIM: Shift-Delete; Visual Studio: Ctrl-X; XCode: Command-X*

#### **forward-tab ()**

Place a forward tab at the current cursor position in search or replace string *Key Bindings: Wing: Ctrl-T; Brief: Ctrl-T; Eclipse: Ctrl-T; Emacs: Ctrl-T; macOS: Ctrl-T; MATLAB: Tab; VI/VIM: Ctrl-T; Visual Studio: Ctrl-T; XCode: Ctrl-T*

#### **paste ()**

Paste text from clipboard *Key Bindings: Wing: Ctrl-V; Brief: Ctrl-V; Eclipse: Ctrl-V; Emacs: Ctrl-Y; macOS: Command-V; MATLAB: Ctrl-V; VI/VIM: Shift-Insert; Visual Studio: Ctrl-V; XCode: Command-V*

## **15.5. Debugger Commands**

### **Debugger Commands**

Commands that control the debugger and current debug process, if any.

#### **break-clear ()**

Clear the breakpoint on the current line *Key Bindings: Wing: F9; Brief: F9; Eclipse: Ctrl-Shift-B; Emacs: Ctrl-X Space; macOS: F9; MATLAB: F9; VI/VIM: F9; Visual Studio: F9; XCode: F9*

#### **break-clear-all ()**

Clear all breakpoints *Key Bindings: Wing: Ctrl-F9; Brief: Ctrl-F9; Eclipse: Ctrl-F9; Emacs: Ctrl-F9; macOS: Command-F9; MATLAB: Ctrl-F9; VI/VIM: Ctrl-F9; Visual Studio: Ctrl-F9; XCode: Command-F9*

#### **break-clear-clicked ()**

Clear the breakpoint at current click location

#### **break-disable ()**

Disable the breakpoint on current line *Key Binding: Shift-F9*



**break-disable-all ()**

Disable all breakpoints *Key Bindings: Wing: Ctrl-Shift-F9; Brief: Ctrl-Shift-F9; Eclipse: Ctrl-Shift-F9; Emacs: Ctrl-Shift-F9; MATLAB: Ctrl-Shift-F9; VI/VIM: Ctrl-Shift-F9; Visual Studio: Ctrl-Shift-F9*

**break-disable-clicked ()**

Disable the breakpoint at current click location

**break-edit-cond ()**

Edit condition for the breakpoint on current line

**break-edit-cond-clicked ()**

Edit condition for the breakpoint at the current mouse click location

**break-enable ()**

Enable the breakpoint on the current line *Key Binding: Shift-F9*

**break-enable-all ()**

Enable all breakpoints *Key Bindings: Wing: Ctrl-Shift-F9; Brief: Ctrl-Shift-F9; Eclipse: Ctrl-Shift-F9; Emacs: Ctrl-Shift-F9; MATLAB: Ctrl-Shift-F9; VI/VIM: Ctrl-Shift-F9; Visual Studio: Ctrl-Shift-F9*

**break-enable-clicked ()**

Enable the breakpoint at current click location

**break-enable-toggle ()**

Toggle whether breakpoint on current line is enabled or disabled

**break-ignore ()**

Ignore the breakpoint on current line for N iterations

**break-ignore-clicked ()**

Ignore the breakpoint at the current mouse click location for N iterations

**break-set ()**

Set a new regular breakpoint on current line *\*Key Bindings: Wing: F9; Brief: F9; Eclipse: Ctrl-Shift-B; Emacs: Ctrl-X Space; macOS: F9; MATLAB: F9; VI/VIM: F9; Visual Studio: F9; XCode: Command-\**

**break-set-clicked ()**

Set a new regular breakpoint at the current mouse click location

**break-set-cond ()**

Set a new conditional breakpoint on current line

**break-set-cond-clicked ()**

Set a new conditional breakpoint at the current mouse click location

**break-set-disabled ()**

## Command Reference

Set a disabled breakpoint on the current line *Key Bindings: Wing: Shift-F9; Brief: Shift-F9; Eclipse: Shift-F9; Emacs: Shift-F9; MATLAB: Shift-F9; VI/VIM: Shift-F9; Visual Studio: Shift-F9*

### **break-set-temp ()**

Set a new temporary breakpoint on current line

### **break-set-temp-clicked ()**

Set a new temporary breakpoint at the current mouse click location

### **break-toggle ()**

Toggle breakpoint at current line (creates new regular bp when one is created) *Key Bindings: XCode: Command-Y*

### **clear-debugger-security-tokens ()**

Clear the stored security tokens for accepting external debug connections

### **clear-exception-ignores-list ()**

Clear list of exceptions being ignored during debugging

### **clear-var-errors ()**

Clear stored variable errors so they get refetched

### **cluster-menu-items ()**

Not documented

### **collapse-tree-more ()**

Collapse whole selected variables display subtree one more level

### **create-cluster** (name="", shared=False)

Create a new cluster configuration and open the cluster attribute dialog.

### **create-container** (name="", shared=False)

Create a new container configuration and open the container attribute dialog.

### **create-launch-config** (name)

Create a new launch configuration with the given name if it does not already exist, and then open the launch configuration attribute dialog.

### **create-named-entry-point** (name)

Create a new named entry point if it does not already exist, and then open the named entry point attribute dialog.

### **create-remote-host** (name="", shared=False)

Create a new remote host configuration and open the remote host attribute dialog.

### **debug-attach ()**

Attach to an already-running debug process

**debug-console-clear ()**

Clear the Debug Console.

**debug-console-evaluate-active-range ()**

Evaluate the active range in the Debug Console, if any is set

**debug-console-show-active-range ()**

Show the active range set in the Debug Console in the editor.

**debug-console-toggle-active-range ()**

Toggle the active range in the Debug Console: The active range is cleared if already set, or otherwise set using the current editor selection.

**debug-continue (show\_dialog=None)**

Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes) *Key Bindings: Wing: F5; Brief: F5; Eclipse: F8; Emacs: Ctrl-C Ctrl-C; macOS: F5; MATLAB: F5; VI/VIM: F5; Visual Studio: F5; XCode: Command-R*

**debug-continue-all ()**

Continue all paused debug processes *Key Bindings: Wing: Shift-Alt-F5; Brief: Shift-Alt-F5; Eclipse: Shift-Alt-F5; Emacs: Shift-Alt-F5; MATLAB: Shift-Alt-F5; VI/VIM: Shift-Alt-F5; Visual Studio: Shift-Alt-F5*

**debug-detach ()**

Detach from the debug process and let it run

**debug-detach-all ()**

Detach from all debug processes and let them run

**debug-file (show\_dialog=None)**

Start debugging the current file (rather than the main entry point) *Key Bindings: Wing: Shift-F5; Brief: Shift-F5; Eclipse: Shift-F5; Emacs: Shift-F5; macOS: Shift-F5; MATLAB: Shift-F5; VI/VIM: Shift-F5; Visual Studio: Ctrl-F5; XCode: Shift-F5*

**debug-hide-value-tips ()**

Hide all the debug value tooltips previously shown with debug\_show\_value\_tips() *Key Binding: Release-Shift-Space*

**debug-kill ()**

Terminate current debug session (press Alt to terminate all debug processes) *Key Bindings: Wing: Ctrl-F5; Brief: Ctrl-F5; Eclipse: Ctrl-F5; Emacs: Ctrl-C Ctrl-K; macOS: Command-.; MATLAB: Shift-F5; VI/VIM: Ctrl-F5; Visual Studio: Shift-F5; XCode: Command-.*

**debug-kill-all ()**

## Command Reference

Terminate all debug processes *Key Bindings: Wing: Ctrl-Alt-F5; Brief: Ctrl-Alt-F5; Eclipse: Ctrl-Alt-F5; Emacs: Ctrl-Alt-F5; MATLAB: Ctrl-Alt-F5; VI/VIM: Ctrl-Alt-F5; Visual Studio: Ctrl-Alt-F5*

### **debug-move-counter ()**

Move program counter to caret

### **debug-move-counter-clicked ()**

Move program counter to click location

### **debug-named-entry-point (name)**

Debug the named entry point

### **debug-new-process (show\_dialog=None)**

Start a new debug process running

### **debug-rerun ()**

Re-run the latest debug session that was launched from the IDE

### **debug-restart ()**

Stop and restart debugging (press Alt to restart all debug processes)

### **debug-restart-all ()**

Stop and restart all debug processes that were launched from the IDE

### **debug-show-environment ()**

Show the debug run arguments and environment configuration dialog for the main entry point or current file

### **debug-show-value-tips (release\_toggle=False)**

Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down. *Key Binding: Shift-Space invokes debug-show-value-tips(release\_toggle=True)*

### **debug-stack-menu-items ()**

Not documented

### **debug-stop ()**

Pause debug at current program counter (press Alt to pause all debug processes) *Key Bindings: Wing: Ctrl-Shift-F5; Brief: Ctrl-Shift-F5; Eclipse: Ctrl-Shift-I; Emacs: Ctrl-C Ctrl-S; macOS: Command-Shift-F5; MATLAB: Ctrl-C; VI/VIM: Ctrl-Shift-F5; Visual Studio: Ctrl-Shift-F5; XCode: Command-.*

### **debug-stop-all ()**

## Command Reference

Pause all free-running debug processes at the current program counter *Key Bindings: Wing: Ctrl-Shift-Alt-F5; Brief: Ctrl-Shift-Alt-F5; Eclipse: Ctrl-Shift-Alt-F5; Emacs: Ctrl-Shift-Alt-F5; MATLAB: Ctrl-Shift-Alt-F5; VI/VIM: Ctrl-Shift-Alt-F5; Visual Studio: Ctrl-Shift-Alt-F5*

**debug-to-clicked** (new\_process=False)

Debug to the line at the current mouse click location

**exception-always-stop** ()

Always stop on exceptions, even if they are handled by the code

**exception-never-stop** ()

Never stop on exceptions, even if they are unhandled in the code

**exception-stop-when-printed** ()

Stop only on exceptions when they are about to be printed

**exception-unhandled-stop** ()

Stop only on exceptions that are not handled by the code

**execute-main** ()

Execute the main entry point outside of the debugger, or the current Python file if no main entry point is defined

**execute-named-entry-point** (name)

Execute (without debugging) the named entry point

**expand-tree-more** ()

Expand whole selected variables display subtree deeper

**force-var-reload** ()

Force refetch of a value from server

**frame-down** ()

Move down the current debug stack *Key Binding: F12*

**frame-show** ()

Show the position (thread and stack frame) where the debugger originally stopped *Key Bindings: Wing: Shift-F11; Brief: Shift-F11; Eclipse: Shift-F11; Emacs: Shift-F11; MATLAB: Shift-F11; VI/VIM: Shift-F11; Visual Studio: Shift-F11*

**frame-up** ()

Move up the current debug stack *Key Binding: F11*

**hide-debug-value-detail** ()

Hide the debug value detail area

**internal-extra-debugger-logging-start** ()

## Command Reference

Turn on additional logging for diagnosing problems with the debugger

**internal-extra-debugger-logging-stop ()**

Turn off additional logging for diagnosing problems with the debugger

**interrupt-debugger ()**

Interrupt debugger execution; equivalent to ctrl-c on command line

**manage-clusters ()**

Display the cluster configuration manager

**manage-containers ()**

Display the container configuration manager

**manage-launch-configs ()**

Display the launch config manager

**manage-named-entry-points ()**

Display the named entry point manager

**manage-remote-hosts ()**

Display the remote host configuration manager

**python-shell-clear** (show=False, focus=False, scope='all')

Clear text in the python shell, according to given scope ('all' for whole shell, 'selection' for selection and 'entry' for text entered since the last prompt). Optionally shows the Python Shell if not already visible and/or sets focus into it.

**python-shell-evaluate-active-range ()**

Evaluate the active range in the Python Shell, if any is set

**python-shell-kill ()**

Kill python shell process.

**python-shell-restart** (show=False, focus=False, prompt=False)

Restart python shell, optionally showing the Python Shell tool and/or placing keyboard focus on it. Prompts the user first when prompt is True or when prompt is 'pref' and the user has not asked to bypass the prompt.

**python-shell-show-active-range ()**

Show the active range set in the Python Shell in the editor.

**python-shell-toggle-active-range ()**

Toggle the active range in the Python Shell: The active range is cleared if already set, or otherwise set using the current editor selection.

**run-build-command ()**

## Command Reference

Execute the build command defined in the project, if any *Key Bindings: XCode: Command-B*

**run-to-cursor** (new\_process=False)

Run to current cursor position *Key Bindings: Wing: Alt-F5; Brief: Alt-F5; Eclipse: Ctrl-F5; Emacs: Alt-F5; MATLAB: Alt-F5; VI/VIM: Alt-F5; Visual Studio: Alt-F5*

**shell-copy-with-prompts** (shell=None)

Copy text from shell, including all prompts

**shell-ctrl-down** ()

Not documented

**shell-ctrl-return** ()

Not documented *Key Bindings: MATLAB: Shift-Return*

**shell-ctrl-up** ()

Not documented

**show-debug-value-as-array** ()

Show the selected value as an array

**show-debug-value-as-text** ()

Show the selected value as text

**step-into** (show\_dialog=None, new\_process=False)

Step into current execution point, or start debugging at first line *Key Bindings: Wing: F7; Brief: F7; Eclipse: F5; Emacs: F7; macOS: F7; MATLAB: F11; VI/VIM: F7; Visual Studio: F11; XCode: F7*

**step-out** ()

Step out of the current function or method *Key Bindings: Wing: F8; Brief: F8; Eclipse: F7; Emacs: F8; macOS: F8; MATLAB: F8; VI/VIM: F8; Visual Studio: Shift-F11; XCode: F8*

**step-out-to-frame** (frame\_idx=None)

Step out of the given frame (0=outermost) in the primary stack. Frame is None to step out to the currently selected stack frame.

**step-over** ()

Step over current instruction *Key Bindings: Wing: Ctrl-F6; Brief: Ctrl-F6; Eclipse: Ctrl-F6; Emacs: Ctrl-F6; MATLAB: Ctrl-F6; VI/VIM: Ctrl-F6; Visual Studio: Ctrl-F6*

**step-over-block** ()

Step over current block

**step-over-line** ()

Step over current line

**step-over-statement** ()

## Command Reference

Step over current statement *Key Bindings: Wing: F6; Brief: F6; Eclipse: F6; Emacs: F6; macOS: F6; MATLAB: F10; VI/VIM: F6; Visual Studio: F10; XCode: F6*

**watch** (style='ref')

Watch selected variable using a direct object reference to track it

**watch-expression** (expr=None)

Add a new expression to the watch list

**watch-module-ref** ()

Watch selected value relative to a module looked up by name in sys.modules

**watch-parent-ref** ()

Watch selected variable using a reference to the value's parent and the key slot for the value

**watch-ref** ()

Watch selected variable using a direct object reference to track it

**watch-symbolic** ()

Watch selected value using the symbolic path to it

### ***Debugger Watch Commands***

Commands for the debugger's Watch tool (Wing Pro only). These are available only when the watch tool has key board focus.

**watch-clear-all** ()

Clear all entries from the watch list

**watch-clear-selected** ()

Clear selected entry from the watch list

### ***Call Stack View Commands***

Commands available on a specific instance of the call stack tool

**callstack-copy-to-clipboard** ()

Copy the call stack to the clipboard, as text

**callstack-set-codeline-mode** (mode)

Set the code line display mode for this call stack

**callstack-show-docs** ()

Show documentation for the call stack manager

### ***Exceptions Commands***

Commands available when the debugger's Exceptions tool has the keyboard focus.



## Command Reference

### **clear ()**

Clear the exception currently shown on the display

### **copy ()**

Copy the exception traceback to the clipboard *Key Bindings: Wing: Ctrl-C; Brief: Ctrl-C; Eclipse: Ctrl-C; Emacs: Alt-W; macOS: Command-C; MATLAB: Ctrl-C; VI/VIM: Ctrl-Insert; Visual Studio: Ctrl-C; XCode: Command-C*

### ***Breakpoint View Commands***

Commands available on a specific instance of the breakpoint manager tool

### **bpmanager-clear-selected ()**

Clear breakpoints currently selected on the breakpoint manager

### **bpmanager-show-docs ()**

Show documentation for the breakpoint manager

### **bpmanager-show-selected ()**

Show source location for breakpoint currently selected on the breakpoint manager

## Key Binding Reference

This chapter documents all the default key bindings found in the keyboard personalities provided by Wing, set by the **User Interface > Keyboard > Personality** preference. Key bindings are listed alphabetically. In some cases commands of the same name are provided by different implementations that are selected according to keyboard focus.

When multiple commands are defined for a single key binding, the first available command in the list is invoked. In this way a single binding can, for example, show or hide a tool panel.

Additional key bindings can be added as described in [keyboard bindings](#). All available commands are documented in the [Command Reference](#).

### 16.1. Wing Personality

This section documents all the default key bindings for the **Wing** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-1: fold-python-methods** - Fold up all Python methods, expand all classes, and leave other fold points alone

**Alt-2: fold-python-classes** - Fold up all Python classes but leave other fold points alone

**Alt-3: fold-python-classes-and-defs** - Fold up all Python classes, methods, and functions but leave other fold points alone

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Comma: query-replace** - Initiate incremental mini-search query/replace from the cursor position.

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: fold-expand-more-current** - Expand the current fold point one more level

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: run-to-cursor** - Run to current cursor position

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-Period: replace-string** - Replace all occurrences of a string from the cursor position to end of file.

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Alt-Shift-N: diff-next**

**Alt-Shift-P: diff-previous**

**Alt-Shift-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Alt-Shift-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Slash: fold-toggle** - Toggle the current fold point

**Alt-Up: fold-collapse-more-current** - Collapse the current fold point one more level

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-0: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-1: activate-file-option-menu** - Activate the file menu for the editor.

**Ctrl-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Ctrl-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Ctrl-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Ctrl-7 C: use-lexer-cpp** - Force syntax highlighting for C/C++ source

**Ctrl-7 H: use-lexer-html** - Force syntax highlighting for HTML

**Ctrl-7 M: use-lexer-makefile** - Force syntax highlighting for make files

**Ctrl-7 N: use-lexer-none** - Use no syntax highlighting

**Ctrl-7 P: use-lexer-python** - Force syntax highlighting for Python source

**Ctrl-7 S: use-lexer-sql** - Force syntax highlighting for SQL

**Ctrl-7 X: use-lexer-xml** - Force syntax highlighting for XML files

**Ctrl-8: recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

**Ctrl-9: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-A: select-all** - Select all text in the editor

**Ctrl-Alt-B: search-sel-backward** - Search backward using current selection

**Ctrl-Alt-Comma: query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

**Ctrl-Alt-D: evaluate-sel-in-debug-console** - Evaluate the current selection from the editor within the Debug Console tool. When whole\_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

**Ctrl-Alt-Down: goto-next-bookmark(current\_file\_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-E: evaluate-sel-in-shell** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole\_lines is set, the selection is rounded to

whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

**Ctrl-Alt-F: search-sel-forward** - Search forward using current selection

**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-G: goto-bookmark** - Goto named bookmark

**Ctrl-Alt-K: show-bookmarks** - Show a list of all currently defined bookmarks

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-M: set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Ctrl-Alt-Period: replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-T: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Ctrl-Alt-Up: goto-previous-bookmark(current\_file\_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-V: evaluate-file-in-shell** - Run or debug the contents of the editor within the Python Shell

**Ctrl-Apostrophe: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-B: isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position,

using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Braceleft: enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: enclose(start="[" , end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketright: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-C: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Comma: next-window** - Switch to the next window alphabetically by title

**Ctrl-D: selection-add-next-occurrence** - Add another selection containing the text of the current selection. If `skip_current` is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is true.

**Ctrl-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Down: select-less** - Select less code; undoes the last select-more command

**Ctrl-E: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-End: end-of-document** - Move cursor to end of document

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: search** - Bring up the search manager in search mode.

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-F3: search-sel-forward** - Search forward using current selection

**Ctrl-F4: close** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Ctrl-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Ctrl-F6: step-over** - Step over current instruction

**Ctrl-F8: start-select-line** - Turn on auto-select mode line by line

**Ctrl-F9: break-clear-all** - Clear all breakpoints

**Ctrl-G: search-forward** - Search again using the search manager's current settings in forward direction

**Ctrl-Greater: indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-H: replace** - Bring up the search manager in replace mode.

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-I: replace-and-search** - Replace current selection and search again.

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-J: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Ctrl-K: open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

**Ctrl-L: goto-line** - Position cursor at start of given line number

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-M: execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**Ctrl-Minus: zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

**Ctrl-N: new-file** - Create a new file

**Ctrl-Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-O: open-gui** - Open a file from local disk or a remote host, prompting with file selection dialog if necessary. The dialog shown depends on the default starting directory, and may be for local files or remote files.

**Ctrl-P: print-view** - Print active editor document

**Ctrl-Page\_down: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Page\_up: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Parenleft: start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

**Ctrl-Parenright: stop-kbd-macro** - Stop definition of a keyboard macro

**Ctrl-Period: comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

**Ctrl-Plus: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.



**Ctrl-Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Q: quit** - Quit the application.

**Ctrl-Question: uncomment-out-region** - Uncomment out the selected region if commented out. If one\_level is True then each call removes only one level of commenting.

**Ctrl-Quotedbl: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: begin-visited-document-cycle(move\_back=True, back\_key="Ctrl-Quoteleft", forward\_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: replace** - Bring up the search manager in replace mode.

**Ctrl-Return: new-line-after** - Place a new line after the current line

**Ctrl-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-S: save** - Save active document. Also close it if close is True.

**Ctrl-Shift-B: isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

**Ctrl-Shift-C: delete-line** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1

**Ctrl-Shift-D: selection-add-next-occurrence(skip\_current=True)** - Add another selection containing the text of the current selection. If skip\_current is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if reverse is true.

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: move-line-down** - Move the current line or lines up down line, optionally indenting to match the new position

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F: batch-search** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9:** Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-G: search-backward** - Search again using the search manager's current settings in backward direction

**Ctrl-Shift-H: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Ctrl-Shift-L: swap-lines** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-Shift-P: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-R: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position.

Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-S: save-as** - Save active document to a new file

**Ctrl-Shift-T: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-U: isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

**Ctrl-Shift-Up: move-line-up** - Move the current line or lines up one line, optionally indenting to match the new position

**Ctrl-Shift-V: duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

**Ctrl-Shift-Y: duplicate-line-above** - Duplicate the current line or lines above the selection.

**Ctrl-Shift-Z: redo** - Redo last action

**Ctrl-Slash: comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

**Ctrl-Space: show-autocompleter** - Show the auto-completer for current cursor position

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

**Ctrl-Underscore: zoom-reset** - Action varies according to focus: *Document Viewer Commands*: Reset documentation font size to default; *General Editor Commands*: Reset font zoom factor back to zero

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.

**Ctrl-V: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Ctrl-W: close** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Ctrl-X: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Y: redo** - Redo last action

**Ctrl-Z: undo** - Undo last action

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

**F1**: Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F11: frame-up** - Move up the current debug stack

**F12: frame-down** - Move down the current debug stack

**F2**: Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: search-forward** - Search again using the search manager's current settings in forward direction

**F4: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**F5: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F6: step-over-statement** - Step over current statement

**F7: step-into** - Step into current execution point, or start debugging at first line

**F8: step-out** - Step out of the current function or method

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Insert: toggle-overtyping** - Toggle status of overtyping mode

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fmb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

**Shift-F2**: Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: debug-file** - Start debugging the current file (rather than the main entry point)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when debug is True.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9**: Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space**: Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
["test", ('Alt', 'X'), "m"]  
[('ctrl-Shift', 'X'), ('shift', 'E'),]
```

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

## 16.2. Emacs Personality

This section documents all the default key bindings for the **Emacs** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-0: initiate-repeat-0** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-1: initiate-repeat-1** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-2: initiate-repeat-2** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-3: initiate-repeat-3** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-4: initiate-repeat-4** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-5: initiate-repeat-5** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-6: initiate-repeat-6** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-7: initiate-repeat-7** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-8: initiate-repeat-8** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-9: initiate-repeat-9** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Alt-At: replace-string** - Replace all occurrences of a string from the cursor position to end of file.

**Alt-B: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Alt-Backslash: fold-toggle** - Toggle the current fold point

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Braceleft: previous-blank-line(threshold=1)** - Move to the previous blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed.



**Alt-Braceright: next-blank-line(threshold=1)** - Move to the next blank line in the file, if any. If threshold>0 then a line is considered blank if it contains less than that many characters after leading and trailing whitespace are removed.

**Alt-C: title-case** - Change current selection or current word to capitalize first letter of each word

**Alt-D: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: fold-expand-more-current** - Expand the current fold point one more level

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-Exclam: execute-process** - Execute the given command line in the OS Commands tool using default run directory and environment as defined in project properties, or the values set in an existing command with the same command line in the OS Commands tool.

**Alt-F: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: run-to-cursor** - Run to current cursor position

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-G: goto-line** - Position cursor at start of given line number

**Alt-Greater: end-of-document** - Move cursor to end of document

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-L: goto-line** - Position cursor at start of given line number

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Less: start-of-document** - Move cursor to start of document

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-Percent: query-replace** - Initiate incremental mini-search query/replace from the cursor position.

**Alt-Period: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Alt-Q: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Alt-Shift-N: diff-next**

**Alt-Shift-P: diff-previous**

**Alt-Shift-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Alt-Shift-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Slash: show-autocompleter** - Show the auto-completer for current cursor position

**Alt-Tab: show-autocompleter** - Show the auto-completer for current cursor position

**Alt-Up: fold-collapse-more-current** - Collapse the current fold point one more level

**Alt-V: backward-page** - Move cursor backward one page

**Alt-W: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Alt-X: command-by-name** - Execute given command by name, collecting any args as needed

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-0: replace** - Bring up the search manager in replace mode.

**Ctrl-1: activate-file-option-menu** - Activate the file menu for the editor.

**Ctrl-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Ctrl-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Ctrl-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Ctrl-9: search** - Bring up the search manager in search mode.

**Ctrl-A: beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**Ctrl-Alt-At: replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

**Ctrl-Alt-B: search-sel-backward** - Search backward using current selection

**Ctrl-Alt-Down: goto-next-bookmark(current\_file\_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-F: search-sel-forward** - Search forward using current selection

**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-Greater: selection-add-next-occurrence(skip\_current=True)** - Add another selection containing the text of the current selection. If skip\_current is true, the current selection will be

deselected. If nothing is currently selected, select the current word. Searches backwards if reverse is true.

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Percent: query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

**Ctrl-Alt-R: isearch-backward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string.

**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-S: isearch-forward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-Up: goto-previous-bookmark(current\_file\_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Apostrophe: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-At: set-mark-command** - Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle).

**Ctrl-B: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Braceleft: `enclose(start="{", end="}")`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: `enclose(start="[" , end="]")`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-C Bar: `evaluate-sel-in-shell`** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When `whole_lines` is set, the selection is rounded to whole lines before evaluation. When unspecified (set to `None`), the setting from the Shell's Option menu is used instead.

**Ctrl-C C: `comment-out-region`** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

**Ctrl-C Ctrl-C: `debug-continue`** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**Ctrl-C Ctrl-K: `debug-kill`** - Terminate current debug session (press Alt to terminate all debug processes)

**Ctrl-C Ctrl-S: `debug-stop`** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-C Greater: `indent-region`** - Indent the selected region one level of indentation. Set `sel` to `None` to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-C Less: `outdent-region`** - Outdent the selected region one level of indentation. Set `sel` to `None` to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-C M: `isearch-sel`**

**Ctrl-C Numbersign: `comment-toggle`** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

**Ctrl-C R: `isearch-sel-backward`** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-C S: `isearch-sel-forward`** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.;

*Document Viewer Commands:* Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-C U: uncomment-out-region** - Uncomment out the selected region if commented out. If `one_level` is True then each call removes only one level of commenting.

**Ctrl-D: forward-delete-char** - Action varies according to focus: *Active Editor Commands:* Delete one character in front of the cursor ; *Toolbar Search Commands:* Delete character in front of the cursor

**Ctrl-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands:* Delete one word in front of the cursor ; *Toolbar Search Commands:* Delete word in front of the cursor

**Ctrl-Down: select-less** - Select less code; undoes the last select-more command

**Ctrl-E: end-of-line** - Action varies according to focus: *Active Editor Commands:* Move to end of current line; *Toolbar Search Commands:* Move to the end of the toolbar search entry

**Ctrl-End: end-of-document** - Move cursor to end of document

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands:* Increase documentation font size; *General Editor Commands:* Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: forward-char** - Action varies according to focus: *Active Editor Commands:* Move cursor forward one character ; *Toolbar Search Commands:* Move forward one character

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-F3: search-sel-forward** - Search forward using current selection

**Ctrl-F4: close** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Ctrl-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Ctrl-F6: step-over** - Step over current instruction

**Ctrl-F8: start-select-line** - Turn on auto-select mode line by line

**Ctrl-F9: break-clear-all** - Clear all breakpoints

**Ctrl-G: stop-mark-command** - Stop text marking for selection at current cursor position, leaving the selection set as is. Subsequent cursor move operations will deselect the range and set selection to cursor position. Deselect immediately when `deselect` is True.

**Ctrl-Greater: selection-add-next-occurrence** - Add another selection containing the text of the current selection. If `skip_current` is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is true.

**Ctrl-H: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-J: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Ctrl-K: kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

**Ctrl-L: center-cursor** - Scroll so cursor is centered on display

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-M: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-Minus: zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

**Ctrl-N: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-O: open-line** - Open the current line by inserting a newline after the caret

**Ctrl-P: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Page\_down: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Page\_up: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Parenleft: batch-search** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Parenright: batch-replace** - Display search and replace in files tool.

**Ctrl-Period: redo** - Redo last action

**Ctrl-Plus: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Quotedbl: enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: begin-visited-document-cycle(move\_back=True, back\_key="Ctrl-Quoteleft", forward\_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

**Ctrl-Return: new-line-after** - Place a new line after the current line



**Ctrl-Right: forward-word(gravity="end")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-S: isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9**: Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-Up: scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Slash: undo** - Undo last action

**Ctrl-Space: set-mark-command** - Set start of text marking for selection at current cursor position. Subsequently, all cursor move operations will automatically extend the text selection until stop-mark-command is issued. Unit defines what is selected: can be one of char, line, or block (rectangle).

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: initiate-repeat** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Ctrl-Underscore: undo** - Undo last action

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.

**Ctrl-V: forward-page** - Move cursor forward one page

**Ctrl-W: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-X 1: unsplit** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
```

```
split, or close the current buffer if there is only
one split left.
```

**Ctrl-X 2: split-vertically** - Split current view vertically. Create new editor in new view when new==1.

**Ctrl-X 3: split-horizontally** - Split current view horizontally.

**Ctrl-X 4 A: add-change-log-entry** - Add a change log entry

**Ctrl-X 5 0: close-window** - Close the current window and all documents and panels in it

**Ctrl-X 5 2: new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

**Ctrl-X 5 3: new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

**Ctrl-X 5 O: next-window** - Switch to the next window alphabetically by title

**Ctrl-X B: switch-document** - Switches to named document. Name may either be the complete name or the last path component of a path name.

**Ctrl-X Bracketleft: start-of-document** - Move cursor to start of document

**Ctrl-X Bracketright: end-of-document** - Move cursor to end of document

**Ctrl-X Ctrl-C: quit** - Quit the application.

**Ctrl-X Ctrl-F: open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

**Ctrl-X Ctrl-G: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Ctrl-X Ctrl-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-X Ctrl-S: save** - Save active document. Also close it if close is True.

**Ctrl-X Ctrl-T: swap-lines(previous=True)** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

**Ctrl-X Ctrl-W: write-file** - Write current file to a new location, optionally omitting all but the lines in the given range. The editor is changed to point to the new location when follow is True. If follow is 'untitled' then the editor is changed to point to the new location only if starting with an untitled buffer and saving the whole file. Note that the editor contents will be truncated to the given start/end lines when follow is True.

**Ctrl-X Ctrl-X: exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

**Ctrl-X D: recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

**Ctrl-X E: execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**Ctrl-X G: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Ctrl-X I: insert-file** - Insert a file at current cursor position, prompting user for file selection

**Ctrl-X K: kill-buffer** - Close the current text file

**Ctrl-X L C: use-lexer-cpp** - Force syntax highlighting for C/C++ source

**Ctrl-X L H: use-lexer-html** - Force syntax highlighting for HTML

**Ctrl-X L M: use-lexer-makefile** - Force syntax highlighting for make files

**Ctrl-X L N: use-lexer-none** - Use no syntax highlighting

**Ctrl-X L P: use-lexer-python** - Force syntax highlighting for Python source

**Ctrl-X L S: use-lexer-sql** - Force syntax highlighting for SQL

**Ctrl-X L X: use-lexer-Xml**

**Ctrl-X N: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-X O: move-editor-focus** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-X P: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-X Parenleft: start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

**Ctrl-X Parenright: stop-kbd-macro** - Stop definition of a keyboard macro

**Ctrl-X R B: goto-bookmark** - Goto named bookmark

**Ctrl-X R M: set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Ctrl-X R Return: show-bookmarks** - Show a list of all currently defined bookmarks

**Ctrl-X R T: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current

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bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Ctrl-X Space:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Ctrl-X U:** **undo** - Undo last action

**Ctrl-Y:** Multiple commands; first available is executed:

- **yank-line** - Yank contents of kill buffer created with kill-line into the edit buffer
- **paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Delete:** **forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down:** **next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End:** **end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Escape:** **exit-visual-mode** - Exit visual mode and return back to default mode

**Escape X:** **command-by-name** - Execute given command by name, collecting any args as needed

**F1:** Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F11:** **frame-up** - Move up the current debug stack

**F12:** **frame-down** - Move down the current debug stack

**F2:** Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3:** **search-forward** - Search again using the search manager's current settings in forward direction

**F4: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**F5: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F6: step-over-statement** - Step over current statement

**F7: step-into** - Step into current execution point, or start debugging at first line

**F8: step-out** - Step out of the current function or method

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa); *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**Insert: toggle-overtyping** - Toggle status of overtyping mode

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

**Shift-F2**: Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: debug-file** - Start debugging the current file (rather than the main entry point)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when debug is True.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9**: Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: beginning-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry, extending the selection

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space**: Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
["test", ('Alt', 'X'), "m"]  
[( 'ctrl-Shift', 'X'), ('shift', 'E'),]
```

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal



position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

### 16.3. VI/VIM Personality

This section documents all the default key bindings for the **VI/VIM** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**0: beginning-of-line(toggle=0)** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**0: beginning-of-line(toggle=0)** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**1: initiate-numeric-modifier(digit=1)** - VI style repeat/numeric modifier for following command

**1: initiate-numeric-modifier(digit=1)** - VI style repeat/numeric modifier for following command

**2: initiate-numeric-modifier(digit=2)** - VI style repeat/numeric modifier for following command

**2: initiate-numeric-modifier(digit=2)** - VI style repeat/numeric modifier for following command

**3: initiate-numeric-modifier(digit=3)** - VI style repeat/numeric modifier for following command

**3: initiate-numeric-modifier(digit=3)** - VI style repeat/numeric modifier for following command

**4: initiate-numeric-modifier(digit=4)** - VI style repeat/numeric modifier for following command

**4: initiate-numeric-modifier(digit=4)** - VI style repeat/numeric modifier for following command

**5: initiate-numeric-modifier(digit=5)** - VI style repeat/numeric modifier for following command

**5: initiate-numeric-modifier(digit=5)** - VI style repeat/numeric modifier for following command

**6: initiate-numeric-modifier(digit=6)** - VI style repeat/numeric modifier for following command

**6: initiate-numeric-modifier(digit=6)** - VI style repeat/numeric modifier for following command

**7: initiate-numeric-modifier(digit=7)** - VI style repeat/numeric modifier for following command

**7: initiate-numeric-modifier(digit=7)** - VI style repeat/numeric modifier for following command

**8: initiate-numeric-modifier(digit=8)** - VI style repeat/numeric modifier for following command

**8: initiate-numeric-modifier(digit=8)** - VI style repeat/numeric modifier for following command

**9: initiate-numeric-modifier(digit=9)** - VI style repeat/numeric modifier for following command

**9: initiate-numeric-modifier(digit=9)** - VI style repeat/numeric modifier for following command

**A: enter-insert-mode(pos="after")** - Enter editor insert mode

**A: select-inner(extend=True)** - Select a text object based on the following key press

**Alt-1: fold-python-methods** - Fold up all Python methods, expand all classes, and leave other fold points alone

**Alt-2: fold-python-classes** - Fold up all Python classes but leave other fold points alone

**Alt-3: fold-python-classes-and-defs** - Fold up all Python classes, methods, and functions but leave other fold points alone

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: fold-expand-more-current** - Expand the current fold point one more level

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: run-to-cursor** - Run to current cursor position

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Alt-Shift-N: diff-next**

**Alt-Shift-P: diff-previous**

**Alt-Shift-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Alt-Shift-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Alt-Slash: fold-toggle** - Toggle the current fold point

**Alt-Up: fold-collapse-more-current** - Collapse the current fold point one more level

**Ampersand: repeat-replace** - Repeat the last query replace or range replace operation on the current line. The first match is replaced without confirmation.

**Apostrophe: vi-goto-bookmark** - Goto bookmark using single character name defined by the next pressed key

**Asciicircum: beginning-of-line-text(toggle=0)** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Asciicircum: beginning-of-line-text(toggle=0)** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Asciitilde: case-swap** - Change case of the current selection, or character ahead of the cursor if there is no selection, so each letter is the opposite of its current case

**Asterisk: isearch-sel-forward(persist=0, whole\_word=1)** - Action varies according to focus:  
*Active Editor Commands:* Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.; *Document Viewer Commands:* Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

**At: execute-kbd-macro(register=None)** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**B: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Bar: goto-column** - Move cursor to given column

**Braceleft: backward-paragraph** - Move cursor backward one paragraph (to next all-whitespace line).

**Braceright: forward-paragraph** - Move cursor forward one paragraph (to next all-whitespace line).

**Bracketleft P: paste-register(pos=-1, indent=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

**Bracketright P: paste-register(indent=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

**C: delete-next-move-insert** - Delete the text covered by the next cursor move command and then enter insert mode (when working in a modal editor key binding)

**C: enter-insert-mode(pos="delete-sel")** - Enter editor insert mode

**Colon: vi-command-by-name** - Execute a VI command by name. This implements ":" commands for the VI/Vim keyboard personality. The following subset of VI/Vim : commands are supported:

```
r[!], e[dit], e!, e#, ene[w], w[rite], up[date], wa[ll], q[uit], q[!], qall, wq,
x[it], xall, wqall, sp[lit], vs[plit], new, on[ly], buffers, files, !, s[ubstitute],
d, delm, reg, marks, n[ext], N, p[revious], rew[ind], last, m[ove], co[py], cl[ose]
(an approximation), and set.
```

## Key Binding Reference

The supported directives for 'set' are:

```
ic, ignorecase, noic, noignorecase, ai, autoindent, noai, noautoindent, nu, number,
nonu, nonumber, ro, readonly, noro, noreadonly, sm, showmatch, nosm, and noshowmatch.
```

**Colon: vi-command-by-name** - Execute a VI command by name. This implements ":" commands for the VI/Vim keyboard personality. The following subset of VI/Vim : commands are supported:

```
r[!], e[dit], e!, e#, ene[w], w[rite], up[date], wa[ll], q[uit], q[!], qall, wq,
x[it], xall, wqall, sp[lit], vs[plit], new, on[ly], buffers, files, !, s[ubstitute],
d, delm, reg, marks, n[ext], N, p[revious], rew[ind], last, m[ove], co[py], cl[ose]
(an approximation), and set.
```

The supported directives for 'set' are:

```
ic, ignorecase, noic, noignorecase, ai, autoindent, noai, noautoindent, nu, number,
nonu, nonumber, ro, readonly, noro, noreadonly, sm, showmatch, nosm, and noshowmatch.
```

**Comma: repeat-search-char(opposite=1)** - Repeat the last search\_char operation, optionally in the opposite direction.

**Ctrl-1: activate-file-option-menu** - Activate the file menu for the editor.

**Ctrl-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Ctrl-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Ctrl-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Ctrl-Alt-Down: goto-next-bookmark(current\_file\_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-Up: goto-previous-bookmark(current\_file\_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is `True`. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Apostrophe: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Asciicircum: nth-document** - Move to the `nth` document open in the current window. If `alphabetical` is `true`, the list of documents will be alphabetized. If `all_splits` is `true`, documents from all splits will be in list; otherwise, only the current split will be.

**Ctrl-B: backward-page** - Move cursor backward one page

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Braceleft: enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: enclose(start="[" , end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: enter-browse-mode** - Enter editor browse mode

**Ctrl-Bracketleft: enter-browse-mode** - Enter editor browse mode

**Ctrl-Bracketleft: exit-visual-mode** - Exit visual mode and return back to default mode

**Ctrl-C: enter-browse-mode** - Enter editor browse mode

**Ctrl-C: vi-ctrl-c**

**Ctrl-C: vi-ctrl-c**

**Ctrl-D: outdent-region** - Outdent the selected region one level of indentation. Set `sel` to `None` to use preference to determine selection behavior, or `"never-select"` to unselect after indent, `"always-select"` to always select after indent, or `"retain-select"` to retain current selection after indent.

**Ctrl-D: outdent-region** - Outdent the selected region one level of indentation. Set `sel` to `None` to use preference to determine selection behavior, or `"never-select"` to unselect after indent, `"always-select"` to always select after indent, or `"retain-select"` to retain current selection after indent.

**Ctrl-D: scroll-text-down(repeat=0.5)** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if `>0` and `<1.0` then percent of screen. Set `move_cursor` to `False` to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Down: select-less** - Select less code; undoes the last select-more command

**Ctrl-E: scroll-text-down(move\_cursor=False)** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-End: end-of-document** - Move cursor to end of document

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: forward-page** - Move cursor forward one page

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-F3: search-sel-forward** - Search forward using current selection

**Ctrl-F4: close** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Ctrl-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Ctrl-F6: step-over** - Step over current instruction

**Ctrl-F8: start-select-line** - Turn on auto-select mode line by line

**Ctrl-F9: break-clear-all** - Clear all breakpoints

**Ctrl-H: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Ctrl-H: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Ctrl-H: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Ctrl-H: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-I: visit-history-next** - Move forward in history to next visited editor position

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the

exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ;  
*Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-J: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Ctrl-J: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Ctrl-J: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: enclose(start="<", end=">")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-M: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Ctrl-M: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Ctrl-M: next-line-in-file(cursor="fnb")** - Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Minus: zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

**Ctrl-N: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.



**Ctrl-N: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-O: enter-browse-mode(provisional=True)** - Enter editor browse mode

**Ctrl-O: visit-history-previous** - Move back in history to previous visited editor position

**Ctrl-P: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-P: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Page\_down: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Page\_up: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Parenleft: enclose(start="(", end=")")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Plus: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Q: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Q: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Quotedbl: enclose(start="\"", end="\"")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: begin-visited-document-cycle(move\_back=True, back\_key="Ctrl-Quoteleft", forward\_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: redo** - Redo last action

**Ctrl-Return: new-line-after** - Place a new line after the current line

**Ctrl-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-S: save** - Save active document. Also close it if close is True.

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F: batch-search** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9:** Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-G: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-Shift-P: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-T: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-Up: scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-T: indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-T: indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: delete-to-start-of-line** - Delete everything between the cursor and start of line

**Ctrl-U: delete-to-start-of-line** - Delete everything between the cursor and start of line

**Ctrl-U: scroll-text-up(repeat=0.5)** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Underscore: zoom-reset** - Action varies according to focus: *Document Viewer Commands*: Reset documentation font size to default; *General Editor Commands*: Reset font zoom factor back to zero

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.

**Ctrl-V: enter-browse-mode** - Enter editor browse mode

**Ctrl-V: vi-ctrl-v**

**Ctrl-V: vi-ctrl-v**

**Ctrl-W: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-W: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-W B: move-editor-focus-last** - Move focus to last editor split

**Ctrl-W C: unsplit(action="recent-or-close")** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

**Ctrl-W Ctrl-Asciicircum: vi-split-edit-alternate**

**Ctrl-W Ctrl-W: move-editor-focus** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-W Down: move-editor-focus(wrap=False)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-W J: `move-editor-focus(wrap=False)`** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-W K: `move-editor-focus(dir=-1, wrap=False)`** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-W Minus: `shrink-split-vertically`** - Decrease height of this split

**Ctrl-W N: `split-vertically(new=1)`** - Split current view vertically. Create new editor in new view when `new==1`.

**Ctrl-W O: `unsplit`** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

**Ctrl-W P: `move-editor-focus-previous`** - Move focus to previous editor split

**Ctrl-W Plus: `grow-split-vertically`** - Increase height of this split

**Ctrl-W Q:** Multiple commands; first available is executed:

- **`unsplit(action="close")`** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

- **`close(close_window=1)`** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Ctrl-W S: `split-vertically`** - Split current view vertically. Create new editor in new view when `new==1`.

**Ctrl-W T: `move-editor-focus-first`** - Move focus to first editor split

**Ctrl-W Up: `move-editor-focus(dir=-1, wrap=False)`** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-W V: `split-horizontally`** - Split current view horizontally.

**Ctrl-W W: move-editor-focus(dir=-1)** - Move focus to next or previous editor split, optionally wrapping when the end is reached.

**Ctrl-X: vi-ctrl-x**

**Ctrl-X: vi-ctrl-x**

**Ctrl-Y: scroll-text-up(move\_cursor=False)** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**D: delete-next-move** - Delete the text covered by the next cursor move command.

**D: move-to-register(unit="sel", cut=1)** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Dollar: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Dollar: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**E: forward-word(gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**End: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Equal: indent-to-match-next-move** - Indent lines spanned by next cursor move to match, based on the preceding line

**Escape: clear-move-command** - Clear any pending move command action, as for VI mode

**Escape: enter-browse-mode** - Enter editor browse mode

**Escape: enter-browse-mode** - Enter editor browse mode

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

**Exclam: filter-next-move** - Filter the lines covered by the next cursor move command through an external command and replace the lines with the result

**Exclam: filter-selection** - Filter the current selection through an external command and replace the lines with the result

**F: search-char(dir=1, single\_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single\_line=1 to search only within the current line.

**F1:** Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F11: frame-up** - Move up the current debug stack

**F12: frame-down** - Move down the current debug stack

**F2:** Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: search-forward** - Search again using the search manager's current settings in forward direction

**F4: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**F5: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F6: step-over-statement** - Step over current statement

**F7: step-into** - Step into current execution point, or start debugging at first line

**F8: step-out** - Step out of the current function or method

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**G 0: beginning-of-screen-line** - Move to beginning of current wrapped line

**G 0: beginning-of-screen-line** - Move to beginning of current wrapped line

**G Asciiircum: beginning-of-screen-line-text** - Move to first non-blank character at beginning of current wrapped line

**G Asciiircum: beginning-of-screen-line-text** - Move to first non-blank character at beginning of current wrapped line

**G Asciiilde: case-swap-next-move** - Change case of text spanned by next cursor movement so each letter is the opposite of its current case

**G D: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**G Dollar: end-of-screen-line** - Move to end of current wrapped line

**G Dollar: end-of-screen-line** - Move to end of current wrapped line

**G E: backward-word(gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**G G: goto-nth-line(cursor="fnb")** - Position cursor at start of given line number (1=first, -1 = last). This differs from goto-line in that it never prompts for a line number but instead uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character.

**G J: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**G K: previous-line** - Move to previous screen line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**G M: middle-of-screen-line** - Move to middle of current wrapped line

**G P: paste-register(cursor=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

**G Q: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.



**G Q Q: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**G R: replace-char(line\_mode="extend")** - Replace num characters with given character. Set line\_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

**G Shift-D: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**G Shift-E: backward-word(delimiters=" tnr", gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**G Shift-I: enter-insert-mode(pos="sol")** - Enter editor insert mode

**G Shift-J: join-lines(delim=" ")** - Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default))

**G Shift-J: join-selection(delim=" ")** - Join together all lines in given selection (replace newlines with the given delimiter (single space by default))

**G Shift-P: paste-register(pos=-1, cursor=1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

**G Shift-T: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**G Shift-U: case-upper-next-move** - Change case of text spanned by next cursor movement to upper case

**G T: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**G U: case-lower-next-move** - Change case of text spanned by next cursor movement to lower case

**G V: previous-select** - Turn on auto-select using previous mode and selection

**Grave: vi-goto-bookmark** - Goto bookmark using single character name defined by the next pressed key

**Greater: indent-lines** - Indent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to indent more than one level at a time.

**Greater: indent-next-move** - Indent lines spanned by next cursor move

**H: backward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**H: backward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Home: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**I: enter-insert-mode(pos="before")** - Enter editor insert mode

**I: select-inner** - Select a text object based on the following key press

**Insert: enter-insert-mode(pos="before")** - Enter editor insert mode

**Insert: toggle-overtyp** - Toggle status of overtyping mode

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**J: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**K: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**L: forward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**L: forward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Left: backward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Less: outdent-lines** - Outdent selected number of lines from cursor position. Set lines to None to indent all the lines in current selection. Set levels to outdent more than one level at a time.

**Less: outdent-next-move** - Outdent lines spanned by next cursor move

**M: vi-set-bookmark** - Set a bookmark at current location on the editor using the next key press as the name of the bookmark.

**Minus: previous-line-in-file(cursor="fnb")** - Move to previous line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**N: isearch-repeat** - Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True.

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Numbersign: isearch-sel-backward(persist=0, whole\_word=1)** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set persist=False to do the search but end the interactive search session immediately.

**O: enter-insert-mode(pos="new-below")** - Enter editor insert mode

**O: exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

**P: paste-register** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or either before or after the cursor. Set pos = 1 to paste after, or -1 to paste before. Set indent=1 to indent the pasted text to match current line. Set cursor=-1 to place cursor before lines or cursor=1 to place it after lines after paste completes.

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Percent: goto-percent-line(cursor="fnb")** - Position cursor at start of line at given percent in file. This uses the previously entered numeric modifier or defaults to going to line one. The cursor can be positioned at 'start', 'end', or 'fnb' for first non-blank character, or in VI mode it will do brace matching operation to reflect how VI overrides this command.

**Period: repeat-command** - Repeat the last editor command

**Plus: next-line-in-file(cursor="fnb")** - Move to next line in file, repositioning character within line: 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Q:** Multiple commands; first available is executed:

- **start-kbd-macro(register=None)** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.
- **stop-kbd-macro** - Stop definition of a keyboard macro

**Question: isearch-backward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally

entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search backward from the cursor position, optionally entering the given search string.

**Quotedbl: set-register** - Set the register to use for subsequent cut/copy/paste operations

**R: replace-char** - Replace num characters with given character. Set line\_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

**R: replace-char(line\_mode="restrict")** - Replace num characters with given character. Set line\_mode to multiline to allow replacing across lines, extend to replace on current line and then extend the line length, and restrict to replace only if enough characters exist on current line after cursor position.

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with debug\_show\_value\_tips()

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Return: next-line(cursor="start")** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Right: forward-char(wrap=0)** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**S: enter-insert-mode(pos="delete-sel")** - Enter editor insert mode

**S: forward-delete-char-insert** - Delete one char in front of the cursor and enter insert mode (when working in modal key bindings)

**Semicolon: repeat-search-char** - Repeat the last search\_char operation, optionally in the opposite direction.

**Shift-A: enter-insert-mode(pos="after")** - Enter editor insert mode

**Shift-A: enter-insert-mode(pos="eol")** - Enter editor insert mode

**Shift-B: backward-word(delimiters=" tnr")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-C: delete-to-end-of-line-insert** - Delete everything between the cursor and end of line and enter insert move (when working in a modal editor key binding)

**Shift-D: delete-to-end-of-line(post\_offset=-1)** - Delete everything between the cursor and end of line

**Shift-Delete: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Shift-Down: forward-page** - Move cursor forward one page

**Shift-E: forward-word(delimiters=" tnr", gravity="endm1")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Shift-End: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Shift-F: search-char(dir=-1, single\_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single\_line=1 to search only within the current line.

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

**Shift-F2:** Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: debug-file** - Start debugging the current file (rather than the main entry point)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when debug is True.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9:** Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-G: goto-nth-line-default-end(cursor="fnb")** - Same as goto\_nth\_line but defaults to end of file if no lineno is given

**Shift-H: cursor-move-to-top** - Move cursor to top of display (without scrolling), optionally at an offset of given number of lines below top

**Shift-Home: beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Shift-I: enter-insert-mode(pos="before")** - Enter editor insert mode

**Shift-I: enter-insert-mode(pos="fnb")** - Enter editor insert mode

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-J: join-lines** - Join together specified number of lines after current line (replace newlines with the given delimiter (single space by default))

**Shift-J: join-selection** - Join together all lines in given selection (replace newlines with the given delimiter (single space by default))

**Shift-L: cursor-move-to-bottom** - Move cursor to bottom of display (without scrolling), optionally at an offset of given number of lines before bottom

**Shift-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Shift-M: cursor-move-to-center** - Move cursor to center of display (without scrolling)

**Shift-N: isearch-repeat(reverse=1)** - Repeat the most recent isearch, using same string and regex/text. Reverse direction when reverse is True.

**Shift-O: enter-insert-mode(pos="new-above")** - Enter editor insert mode

**Shift-O: exchange-point-and-mark** - When currently marking text, this exchanges the current position and mark ends of the current selection

**Shift-P: paste-register(pos=-1)** - Paste text from register as before or after the current position. If the register contains only lines, then the lines are pasted before or after current line (rather than at cursor). If the register contains fragments of lines, the text is pasted over the current selection or

either before or after the cursor. Set `pos = 1` to paste after, or `-1` to paste before. Set `indent=1` to indent the pasted text to match current line. Set `cursor=-1` to place cursor before lines or `cursor=1` to place it after lines after paste completes.

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-R: enter-insert-mode(pos="delete-lines")** - Enter editor insert mode

**Shift-R: enter-replace-mode** - Enter editor replace mode

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Shift-S: delete-line-insert** - Delete the current line or lines when the selection spans multiple lines or given repeat is `> 1`. Enters insert mode (when working with modal key bindings).

**Shift-Space**: Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
[ "test", ('Alt', 'X'), "m"]  
[ ('ctrl-Shift', 'X'), ('shift', 'E'), ]
```

**Shift-T: search-char(dir=-1, pos=1, single\_line=1)** - Search for the given character. Searches to right if `dir > 0` and to left if `dir < 0`. Optionally place cursor pos characters to left or right of the target (e.g., use `-1` to place one to left). If `repeat > 1`, the Nth match is found. Set `single_line=1` to search only within the current line.

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: backward-page** - Move cursor backward one page

**Shift-V: enter-browse-mode** - Enter editor browse mode

**Shift-V: start-select-line** - Turn on auto-select mode line by line

**Shift-W: forward-word(delimiters=" tnr")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Shift-X: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Y: move-to-register(unit="line")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

**Shift-Y: move-to-register(unit="line")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

**Shift-Z Shift-Q: close(ignore\_changes=1, close\_window=1)** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Shift-Z Shift-Z: write-file-and-close(filename=None)** - Write current document to given location and close it. Saves to current file name if the given filename is None.

**Slash: isearch-forward-regex** - Action varies according to focus: *Active Editor Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental regular expression mini-search forward from the cursor position, optionally entering the given search string.

**Space: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**T: search-char(dir=1, pos=1, single\_line=1)** - Search for the given character. Searches to right if dir > 0 and to left if dir < 0. Optionally place cursor pos characters to left or right of the target (e.g., use -1 to place one to left). If repeat > 1, the Nth match is found. Set single\_line=1 to search only within the current line.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Timeout-J J: enter-browse-mode** - Enter editor browse mode

**Timeout-J K: enter-browse-mode** - Enter editor browse mode

**U: undo** - Undo last action

**Underscore: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).



**Underscore: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**V: enter-browse-mode** - Enter editor browse mode

**V: start-select-char** - Turn on auto-select mode character by character

**W: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**X: forward-delete-char-within-line** - Delete one character in front of the cursor unless at end of line, in which case delete backward. Do nothing if the line is empty. This is VI style 'x' in browser mode.

**X: move-to-register(unit="sel", cut=1)** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

**Y: move-to-register(unit="sel")** - Cut or copy a specified number of characters or lines, or the current selection. Set cut=1 to remove the range of text from the editor after moving to register (otherwise it is just copied). Unit should be one of 'char' or 'line' or 'sel' for current selection.

**Y: move-to-register-next-move** - Move the text spanned by the next cursor motion to a register

**Z B: cursor-to-bottom** - Scroll so cursor is centered at bottom of display

**Z C: fold-collapse-current** - Collapse the current fold point

**Z H: scroll-text-right** - Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

**Z L: scroll-text-left** - Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

**Z M: vi-fold-less** - Approximation of zm key binding in vim

**Z Minus: cursor-to-bottom** - Scroll so cursor is centered at bottom of display

**Z O: fold-expand-current** - Expand the current fold point

**Z Period: center-cursor** - Scroll so cursor is centered on display

**Z Plus: cursor-to-top** - Scroll so cursor is centered at top of display

**Z R: vi-fold-more** - Approximation of zr key binding in vim

**Z Return: cursor-to-top** - Scroll so cursor is centered at top of display

**Z Shift-H: scroll-text-right(repeat=0.5)** - Scroll text right a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

**Z Shift-L: scroll-text-left(repeat=0.5)** - Scroll text left a column w/o moving cursor's relative position on screen. Repeat is number of columns or if >0 and <1.0 then percent of screen.

**Z Shift-M: fold-collapse-all** - Collapse all fold points in the current file

**Z Shift-O: fold-expand-all-current** - Expand the current fold point completely

**Z Shift-R: fold-expand-all** - Expand all fold points in the current file

**Z T: cursor-to-top** - Scroll so cursor is centered at top of display

**Z Z: center-cursor** - Scroll so cursor is centered on display

## 16.4. Visual Studio Personality

This section documents all the default key bindings for the **Visual Studio** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-1: fold-python-methods** - Fold up all Python methods, expand all classes, and leave other fold points alone

**Alt-2: fold-python-classes** - Fold up all Python classes but leave other fold points alone

**Alt-3: fold-python-classes-and-defs** - Fold up all Python classes, methods, and functions but leave other fold points alone

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Comma: query-replace** - Initiate incremental mini-search query/replace from the cursor position.

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: fold-expand-more-current** - Expand the current fold point one more level

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: run-to-cursor** - Run to current cursor position

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: view-project-properties** - View or change project-wide properties

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-Period: replace-string** - Replace all occurrences of a string from the cursor position to end of file.

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Alt-Shift-N: diff-next**

**Alt-Shift-P: diff-previous**

**Alt-Shift-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Alt-Shift-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Slash: fold-toggle** - Toggle the current fold point

**Alt-Up: fold-collapse-more-current** - Collapse the current fold point one more level

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-0: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-1: activate-file-option-menu** - Activate the file menu for the editor.

**Ctrl-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Ctrl-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Ctrl-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Ctrl-7 C: use-lexer-cpp** - Force syntax highlighting for C/C++ source

**Ctrl-7 H: use-lexer-html** - Force syntax highlighting for HTML

**Ctrl-7 M: use-lexer-makefile** - Force syntax highlighting for make files

**Ctrl-7 N: use-lexer-none** - Use no syntax highlighting

**Ctrl-7 P: use-lexer-python** - Force syntax highlighting for Python source

**Ctrl-7 S: use-lexer-sql** - Force syntax highlighting for SQL

**Ctrl-7 X: use-lexer-xml** - Force syntax highlighting for XML files

**Ctrl-8: recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

**Ctrl-9: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-A: select-all** - Select all text in the editor

**Ctrl-Alt-B: search-sel-backward** - Search backward using current selection

**Ctrl-Alt-Comma: query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

**Ctrl-Alt-Down: goto-next-bookmark(current\_file\_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-F: search-sel-forward** - Search forward using current selection

**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-G: goto-bookmark** - Goto named bookmark

**Ctrl-Alt-K: show-bookmarks** - Show a list of all currently defined bookmarks

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-M: set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Ctrl-Alt-Period: replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.

**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-T: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Ctrl-Alt-Up: goto-previous-bookmark(current\_file\_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Apostrophe: enclose(start="\"", end="\"")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-B: isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Braceleft: enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: `enclose(start="[, end="])`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketright: `brace-match`** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-C: `copy`** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Comma: `next-window`** - Switch to the next window alphabetically by title

**Ctrl-D: `selection-add-next-occurrence`** - Add another selection containing the text of the current selection. If `skip_current` is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is true.

**Ctrl-Delete: `forward-delete-word`** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Down: `select-less`** - Select less code; undoes the last `select-more` command

**Ctrl-E: `brace-match`** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-End: `end-of-document`** - Move cursor to end of document

**Ctrl-Equal: `zoom-in`** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: `search`** - Bring up the search manager in search mode.

**Ctrl-F10: `debug-to-cursor`**

**Ctrl-F12: `command-by-name`** - Execute given command by name, collecting any args as needed

**Ctrl-F3: `search-sel-forward`** - Search forward using current selection

**Ctrl-F4: `close`** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Ctrl-F5: `debug-file`** - Start debugging the current file (rather than the main entry point)

**Ctrl-F6: `step-over`** - Step over current instruction

**Ctrl-F8: `start-select-line`** - Turn on auto-select mode line by line

**Ctrl-F9: `break-clear-all`** - Clear all breakpoints

**Ctrl-G: `goto-line`** - Position cursor at start of given line number

**Ctrl-Greater: indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-H: replace** - Bring up the search manager in replace mode.

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-I: isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-J: show-autocompleter** - Show the auto-completer for current cursor position

**Ctrl-K Ctrl-C: comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

**Ctrl-K Ctrl-D: toolbar-search-focus** - Move focus to toolbar search entry.

**Ctrl-K Ctrl-F: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Ctrl-K Ctrl-K: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Ctrl-K Ctrl-N: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-K Ctrl-O: open-from-keyboard** - Open a file from disk using keyboard-driven selection of the file

**Ctrl-K Ctrl-P: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-K Ctrl-S: switch-document** - Switches to named document. Name may either be the complete name or the last path component of a path name.

**Ctrl-K Ctrl-T: comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

**Ctrl-K Ctrl-U: uncomment-out-region** - Uncomment out the selected region if commented out. If `one_level` is True then each call removes only one level of commenting.

**Ctrl-L: cut-line** - Cut the current line(s) to clipboard.

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: outdent-region** - Outdent the selected region one level of indentation. Set `sel` to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-M: execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**Ctrl-Minus: visit-history-previous** - Move back in history to previous visited editor position

**Ctrl-N: new-file** - Create a new file

**Ctrl-Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-O: open-gui** - Open a file from local disk or a remote host, prompting with file selection dialog if necessary. The dialog shown depends on the default starting directory, and may be for local files or remote files.

**Ctrl-P: print-view** - Print active editor document

**Ctrl-Page\_down: next-document** - Move to the next document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.



**Ctrl-Page\_up: previous-document** - Move to the previous document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Parenleft: start-kbd-macro** - Start definition of a keyboard macro. If `register=None` then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

**Ctrl-Parenright: stop-kbd-macro** - Stop definition of a keyboard macro

**Ctrl-Plus: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Q: quit** - Quit the application.

**Ctrl-Quotedbl: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: begin-visited-document-cycle(move\_back=True, back\_key="Ctrl-Quoteleft", forward\_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: replace** - Bring up the search manager in replace mode.

**Ctrl-Return: new-line-after** - Place a new line after the current line

**Ctrl-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-S: save** - Save active document. Also close it if `close` is True.

**Ctrl-Shift-B: isearch-sel-backward** - Initiate incremental mini-search backward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-Shift-D: selection-add-next-occurrence(skip\_current=True)** - Add another selection containing the text of the current selection. If `skip_current` is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is true.

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F: batch-search** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9:** Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-G: search-backward** - Search again using the search manager's current settings in backward direction

**Ctrl-Shift-H: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-Shift-P: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-R: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-S: save-all** - Save all unsaved items, prompting for names for any new items that don't have a filename already.

**Ctrl-Shift-T: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-U: case-upper** - Change case of the current selection, or character ahead of the cursor if there is no selection, to upper case

**Ctrl-Shift-Up: scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Shift-Z: redo** - Redo last action

**Ctrl-Slash: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-Space: show-autocompleter** - Show the auto-completer for current cursor position

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: case-lower** - Change case of the current selection, or character ahead of the cursor if there is no selection, to lower case

**Ctrl-Underscore: visit-history-next** - Move forward in history to next visited editor position

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.

**Ctrl-V: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Ctrl-W: close** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Ctrl-X: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Y: redo** - Redo last action

**Ctrl-Z: undo** - Undo last action

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

**F1**: Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F10: step-over-statement** - Step over current statement

**F11: step-into** - Step into current execution point, or start debugging at first line

**F12: frame-down** - Move down the current debug stack

**F2**: Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: search-forward** - Search again using the search manager's current settings in forward direction

**F4: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**F5: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F6: step-over-statement** - Step over current statement

**F7: step-into** - Step into current execution point, or start debugging at first line

**F8: step-out** - Step out of the current function or method

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Insert: toggle-overtyping** - Toggle status of overtyping mode

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: cut-selection-or-line** - Cut the current selection or current line if there is no selection. The text is placed on the clipboard.

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fmb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: step-out** - Step out of the current function or method

**Shift-F2**: Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when debug is True.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9**: Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space**: Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
["test", ('Alt', 'X'), "m"]  
[( 'ctrl-Shift', 'X'), ('shift', 'E'),]
```

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

## 16.5. macOS Personality

This section documents all the default key bindings for the **macOS** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Alt-Down: next-line(cursor="end")** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Page\_down: forward-page** - Move cursor forward one page

**Alt-Page\_up: backward-page** - Move cursor backward one page

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Alt-Shift-Down: next-line-extend(cursor="xcode")** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.



**Alt-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Alt-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Alt-Shift-Up: previous-line-extend(cursor="xcode")** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Alt-Up: previous-line(cursor="start")** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Command-0: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Command-1: activate-file-option-menu** - Activate the file menu for the editor.

**Command-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Command-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Command-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Command-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Command-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Command-7 C: use-lexer-cpp** - Force syntax highlighting for C/C++ source

**Command-7 H: use-lexer-html** - Force syntax highlighting for HTML

**Command-7 M: use-lexer-makefile** - Force syntax highlighting for make files

**Command-7 N: use-lexer-none** - Use no syntax highlighting

**Command-7 P: use-lexer-python** - Force syntax highlighting for Python source

**Command-7 S: use-lexer-sql** - Force syntax highlighting for SQL

**Command-7 X: use-lexer-xml** - Force syntax highlighting for XML files

**Command-8: recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

**Command-9: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Command-A: select-all** - Select all text in the editor

**Command-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Command-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Command-Alt-Minus: fold-python-methods** - Fold up all Python methods, expand all classes, and leave other fold points alone

**Command-Apostrophe: comment-out-region** - Comment out the selected region. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used. Each call adds a level of commenting.

**Command-Asterisk: fold-expand-all-current** - Expand the current fold point completely

**Command-B: set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Command-Backslash: indent-to-match** - Indent the current line or selected region to match indentation of preceding non-blank line. Set toggle=True to indent instead of one level higher if already at the matching position.

**Command-Bracketleft: outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Command-Bracketright: indent-region** - Indent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Command-C: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Command-Comma: show-preferences-gui** - Edit the preferences file using the preferences GUI, optionally opening to the section that contains the given preference by name

**Command-D: selection-add-next-occurrence** - Add another selection containing the text of the current selection. If `skip_current` is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is true.

**Command-Down: end-of-document** - Move cursor to end of document

**Command-E: search-sel-forward** - Search forward using current selection

**Command-Equal: fold-python-classes-and-defs** - Fold up all Python classes, methods, and functions but leave other fold points alone

**Command-F: search** - Bring up the search manager in search mode.

**Command-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Command-F3: search-sel-forward** - Search forward using current selection

**Command-F4: close** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Command-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Command-F8: start-select-line** - Turn on auto-select mode line by line

**Command-F9: break-clear-all** - Clear all breakpoints

**Command-G: search-forward** - Search again using the search manager's current settings in forward direction

**Command-I: view-file-properties** - View project properties for a particular file (current file if none is given)

**Command-J: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection. Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Command-L: goto-line** - Position cursor at start of given line number

**Command-Left: beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When `toggle` is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**Command-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Command-M: execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**Command-Minus: fold-collapse-all-current** - Collapse the current fold point completely

**Command-N: new-file** - Create a new file

**Command-O: open-gui** - Open a file from local disk or a remote host, prompting with file selection dialog if necessary. The dialog shown depends on the default starting directory, and may be for local files or remote files.

**Command-P: print-view** - Print active editor document

**Command-Parenright: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Command-Period: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Command-Plus: fold-expand-more-current** - Expand the current fold point one more level

**Command-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Command-Q: quit** - Quit the application.

**Command-Question: show-document** - Show the given documentation section

**Command-Quotedbl: uncomment-out-region** - Uncomment out the selected region if commented out. If one\_level is True then each call removes only one level of commenting.

**Command-R: replace** - Bring up the search manager in replace mode.

**Command-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Command-Right: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Command-S: save** - Save active document. Also close it if close is True.

**Command-Semicolon: comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

**Command-Shift-B: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the

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current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Command-Shift-D: selection-add-next-occurrence(skip\_current=True)** - Add another selection containing the text of the current selection. If skip\_current is true, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if reverse is true.

**Command-Shift-Down: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Command-Shift-F: batch-search** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Command-Shift-F3: search-sel-backward** - Search backward using current selection

**Command-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Command-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Command-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Command-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Command-Shift-G: search-backward** - Search again using the search manager's current settings in backward direction

**Command-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Command-Shift-K: show-bookmarks** - Show a list of all currently defined bookmarks

**Command-Shift-Left: beginning-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line, adjusting the selection range to the new position. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry, extending the selection

**Command-Shift-M**: Multiple commands; first available is executed:

- **start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.
- **stop-kbd-macro** - Stop definition of a keyboard macro

**Command-Shift-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected

text or the symbol under the cursor is used. If `skip_if_unique` is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Command-Shift-P: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Command-Shift-R: batch-replace** - Display search and replace in files tool.

**Command-Shift-Right: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Command-Shift-S: save-as** - Save active document to a new file

**Command-Shift-T: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Command-Shift-U: isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

**Command-Shift-Up: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Command-Shift-W: close** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Command-Shift-Z: redo** - Redo last action

**Command-Slash: fold-toggle** - Toggle the current fold point

**Command-T: search** - Bring up the search manager in search mode.

**Command-U: isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

**Command-Underscore: fold-collapse-more-current** - Collapse the current fold point one more level

**Command-Up: start-of-document** - Move cursor to start of document

**Command-V: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Command-W: close** - Close active document. Abandon any changes when `ignore_changes` is True. Close empty windows when `close_window` is true and quit if all document windows closed when `can_quit` is true.

**Command-X: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Command-Y: redo** - Redo last action

**Command-Z: undo** - Undo last action

**Ctrl-A: beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**Ctrl-Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Alt-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Alt-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Ctrl-Alt-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Ctrl-Alt-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-B: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Ctrl-Comma: visit-history-previous** - Move back in history to previous visited editor position

**Ctrl-Command-Asterisk: fold-expand-all** - Expand all fold points in the current file

**Ctrl-Command-B: goto-bookmark** - Goto named bookmark

**Ctrl-Command-Minus: fold-collapse-all** - Collapse all fold points in the current file

**Ctrl-Command-R: replace-and-search** - Replace current selection and search again.

**Ctrl-Command-Slash: fold-python-classes** - Fold up all Python classes but leave other fold points alone

**Ctrl-D: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Ctrl-Down: forward-page** - Move cursor forward one page

**Ctrl-E: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-H: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-K: kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

**Ctrl-Left: backward-word(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:'.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Minus: zoom-out** - Action varies according to focus: *Document Viewer Commands*: Decrease documentation font size; *General Editor Commands*: Zoom out, increasing the text display size temporarily by one font size

**Ctrl-N: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-P: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

**Ctrl-Period: visit-history-next** - Move forward in history to next visited editor position

**Ctrl-Plus: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-R: query-replace** - Initiate incremental mini-search query/replace from the cursor position.

**Ctrl-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting auto\_indent to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Ctrl-Right: forward-word(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:'.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a



string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-Shift-Left: backward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:'.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-Right: forward-word-extend(delimiters="\_`~!@#\$\$%^&\*()+-={}[]\|;:'.<>/? trn")** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Space: show-autocompleter** - Show the auto-completer for current cursor position

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Underscore: zoom-reset** - Action varies according to focus: *Document Viewer Commands*: Reset documentation font size to default; *General Editor Commands*: Reset font zoom factor back to zero

**Ctrl-Up: backward-page** - Move cursor backward one page

**Ctrl-V: forward-page** - Move cursor forward one page

**Ctrl-Y: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End: scroll-to-end** - Scroll to the end of the text in the editor. Set move\_caret to control whether the caret is moved.

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

## Key Binding Reference

**F1:** Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F11: frame-up** - Move up the current debug stack

**F12: frame-down** - Move down the current debug stack

**F2:** Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: search-forward** - Search again using the search manager's current settings in forward direction

**F4: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**F5: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F6: step-over-statement** - Step over current statement

**F7: step-into** - Step into current execution point, or start debugging at first line

**F8: step-out** - Step out of the current function or method

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: scroll-to-start** - Scroll to the top of the text in the editor. Set `move_caret` to control whether the the caret is moved.

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

## Key Binding Reference

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnc' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F2**: Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: new-document-window** - Create a new document window with same documents and panels as in the current document window (if any; otherwise empty with default panels)

**Shift-F5: debug-file** - Start debugging the current file (rather than the main entry point)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when `debug` is `True`.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9**: Multiple commands; first available is executed:

- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space**: Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of `release_toggle` controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
[ "test", ('Alt', 'X'), "m"]  
[( 'ctrl-Shift', 'X'), ('shift', 'E'), ]
```

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

## 16.6. Eclipse Personality

This section documents all the default key bindings for the **Eclipse** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-1: fold-python-methods** - Fold up all Python methods, expand all classes, and leave other fold points alone

**Alt-2: fold-python-classes** - Fold up all Python classes but leave other fold points alone

**Alt-3: fold-python-classes-and-defs** - Fold up all Python classes, methods, and functions but leave other fold points alone

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Comma: query-replace** - Initiate incremental mini-search query/replace from the cursor position.

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: move-line-down(indent=True)** - Move the current line or lines up down line, optionally indenting to match the new position

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-Enter: view-file-properties** - View project properties for a particular file (current file if none is given)

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: run-to-cursor** - Run to current cursor position

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-Period: replace-string** - Replace all occurrences of a string from the cursor position to end of file.

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: select-less** - Select less code; undoes the last select-more command

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-L: introduce-variable** - Introduce named variable set to the current selected expression or to the range in the active editor specified by `pos_range`. The `new_name` argument is used as the default variable name if it is specified.

**Alt-Shift-Left: previous-statement** - Select the previous statement. Will ignore indented statements under the current statements unless `ignore_indented` is False. Specify a count of more than 1 to go back multiple statements.

**Alt-Shift-M: extract-def** - Extract selected lines to a new function or method. The `new_name` argument is used as the default for the name field if specified.

**Alt-Shift-N: diff-next**

**Alt-Shift-O: show\_preferences\_gui(prefname="edit.highlight-occurrences")**

**Alt-Shift-P: diff-previous**

**Alt-Shift-R: rename-symbol** - Rename currently selected symbol. The `new_name` argument is used as the default for the name field if specified. Alternatively, the `transform` argument may be set to `camel-upper` for `UpperCamelCase`, `camel-lower` for `lowerCamelCase`, `under-lower` for `under_scored_name`, or `under-upper` for `UNDER_SCORED_NAME`.

**Alt-Shift-Right: next-statement** - Select the next statement. Will ignore indented statements under the current statements unless `ignore_indented` is False. Specify a count of more than 1 to go forward multiple statements.

**Alt-Shift-T: show-panel(panel\_type="refactoring")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel

view object or None if not shown. Focus is shifted to panel if `grab_focus` is specified and is true; if `grab_focus` is not specified, it defaults to the value of `flash`.

The valid panel types are:

project (\*) browser (\*\*) batch-search (\*) interactive-search source-assistant (\*\*) debug-data  
debug-stack debug-io debug-exceptions debug-breakpoints (\*\*) debug-console (\*\*) debug-watch  
(\*\*) debug-modules (\*\*) python-shell messages (\*) help indent (\*\*) bookmarks (\*\*) testing (\*\*) open-files (\*) os-command (\*\*) snippets (\*\*) diff (\*\*) uses (\*\*) refactoring (\*\*) versioncontrol.svn (\*\*) versioncontrol.hg (\*\*) versioncontrol.git (\*\*) versioncontrol.cvs (\*\*) versioncontrol.perforce (\*\*)

(\*) Wing Personal and Pro only (\*\*) Wing Pro only

**Alt-Shift-U: `show_preferences_gui(prefname="edit.highlight-occurrences")`**

**Alt-Shift-Up: `select-more`** - Select more code on either the current line or larger multi-line blocks.

**Alt-Shift-V: `move-symbol`** - Move the currently selected symbol to another module, class, or function. The `new_filename` and `new_scope_name` arguments are used as default values in the filename and scope name fields if specified.

**Alt-Slash: `fold-toggle`** - Toggle the current fold point

**Alt-Up: `move-line-up(indent=True)`** - Move the current line or lines up one line, optionally indenting to match the new position

**Back-button-click: `visit-history-previous`** - Move back in history to previous visited editor position

**Backspace: `backward-delete-char`** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-0: `next-document`** - Move to the next document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-1: `activate-file-option-menu`** - Activate the file menu for the editor.

**Ctrl-2: `activate-symbol-option-menu-1`** - Activate the 1st symbol menu for the editor.

**Ctrl-3: `activate-symbol-option-menu-2`** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: `activate-symbol-option-menu-3`** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: `activate-symbol-option-menu-4`** - Activate the 4th symbol menu for the editor.

**Ctrl-6: `activate-symbol-option-menu-5`** - Activate the 5th symbol menu for the editor.

**Ctrl-7 C: `use-lexer-cpp`** - Force syntax highlighting for C/C++ source

**Ctrl-7 H: `use-lexer-html`** - Force syntax highlighting for HTML

**Ctrl-7 M: `use-lexer-makefile`** - Force syntax highlighting for make files

**Ctrl-7 N: `use-lexer-none`** - Use no syntax highlighting

**Ctrl-7 P: `use-lexer-python`** - Force syntax highlighting for Python source

**Ctrl-7 S: use-lexer-sql** - Force syntax highlighting for SQL

**Ctrl-7 X: use-lexer-xml** - Force syntax highlighting for XML files

**Ctrl-8: recent-document** - Switches to previous document most recently visited in the current window or window set if in one-window-per-editor windowing mode.

**Ctrl-9: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-A: select-all** - Select all text in the editor

**Ctrl-Alt-B: search-sel-backward** - Search backward using current selection

**Ctrl-Alt-Comma: query-replace-regex** - Initiate incremental mini-search query/replace from the cursor position. The search string is treated as a regular expression.

**Ctrl-Alt-D: evaluate-sel-in-debug-console** - Evaluate the current selection from the editor within the Debug Console tool. When whole\_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

**Ctrl-Alt-Down: duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

**Ctrl-Alt-E: evaluate-sel-in-shell** - Evaluate the current selection from the editor within the Python Shell tool, optionally restarting the shell first. When whole\_lines is set, the selection is rounded to whole lines before evaluation. When unspecified (set to None), the setting from the Shell's Option menu is used instead.

**Ctrl-Alt-F: search-sel-forward** - Search forward using current selection

**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-G: goto-bookmark** - Goto named bookmark

**Ctrl-Alt-K: show-bookmarks** - Show a list of all currently defined bookmarks

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-M: set-bookmark** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Ctrl-Alt-Period: replace-string-regex** - Replace all occurrences of a string from the cursor position to end of file. The search string is treated as a regular expression.



**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-T: toggle-bookmark** - Set or remove a bookmark at current location on the editor. When set, the name of the bookmark is set to an auto-generated default, the category is set to the current bookmark category, and notes are left blank. When removed, the bookmark is removed without confirmation.

**Ctrl-Alt-Up: duplicate-line-above** - Duplicate the current line or lines above the selection.

**Ctrl-Alt-V: evaluate-file-in-shell** - Run or debug the contents of the editor within the Python Shell

**Ctrl-Apostrophe: enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Asterisk: fold-expand-all** - Expand all fold points in the current file

**Ctrl-B: isearch-sel-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, using current selection as the search string. Set `persist=False` to do the search but end the interactive search session immediately.

**Ctrl-Backslash: uncomment-out-region** - Uncomment out the selected region if commented out. If `one_level` is True then each call removes only one level of commenting.

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Bar: indent-lines(lines=1)** - Indent selected number of lines from cursor position. Set `lines` to None to indent all the lines in current selection. Set `levels` to indent more than one level at a time.

**Ctrl-Braceleft: enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: enclose(start="[, end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketright: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-C: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the

exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Comma: next-window** - Switch to the next window alphabetically by title

**Ctrl-D: delete-line** - Delete the current line or lines when the selection spans multiple lines or given repeat is > 1

**Ctrl-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Down: select-less** - Select less code; undoes the last select-more command

**Ctrl-E: show-panel(panel\_type="open-files")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab\_focus is specified and is true; if grab\_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (\*) browser (\*\*) batch-search (\*) interactive-search source-assistant (\*\*) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (\*\*) debug-console (\*\*) debug-watch (\*\*) debug-modules (\*\*) python-shell messages (\*) help indent (\*\*) bookmarks (\*\*) testing (\*\*) open-files (\*) os-command (\*\*) snippets (\*\*) diff (\*\*) uses (\*\*) refactoring (\*\*) versioncontrol.svn (\*\*) versioncontrol.hg (\*\*) versioncontrol.git (\*\*) versioncontrol.cvs (\*\*) versioncontrol.perforce (\*\*)

(\*) Wing Personal and Pro only (\*\*) Wing Pro only

**Ctrl-End: end-of-document** - Move cursor to end of document

**Ctrl-Enter: new-line-before** - Place a new line before the current line

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F: search** - Bring up the search manager in search mode.

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-F3: search-sel-forward** - Search forward using current selection

**Ctrl-F4: close** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Ctrl-F5: run-to-cursor** - Run to current cursor position

**Ctrl-F6: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-F8: start-select-line** - Turn on auto-select mode line by line

**Ctrl-F9: break-clear-all** - Clear all breakpoints

**Ctrl-G: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Greater: indent-region** - Indent the selected region one level of indentation. Set `sel` to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-H: batch-search** - Search on current selection using the Search in Files tool. The `look_in` argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either `use_selection` is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-I: replace-and-search** - Replace current selection and search again.

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-J: isearch-forward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search forward from the cursor position, optionally entering the given search string.

**Ctrl-K: search-forward** - Search again using the search manager's current settings in forward direction

**Ctrl-L: goto-line** - Position cursor at start of given line number

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Ctrl-M:** Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with exit\_fullscreen
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Ctrl-Minus: fold-collapse-current** - Collapse the current fold point

**Ctrl-N: new-file** - Create a new file

**Ctrl-Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-O: find-symbol** - Allow user to visit point of definition of a source symbol in the current editor context by typing a fragment of the name

**Ctrl-P: print-view** - Print active editor document

**Ctrl-Page\_down: next-document** - Move to the next document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Page\_up: previous-document** - Move to the previous document open in the current window. If alphabetical is true, the list traversed will be alphabetized. If all\_splits is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Parenleft: start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

**Ctrl-Parenright: stop-kbd-macro** - Stop definition of a keyboard macro

**Ctrl-Period: comment-toggle** - Toggle commenting out of the selected lines. The style of commenting can be controlled with the style argument: 'indented' uses the default comment style indented at end of leading white space and 'block' uses a block comment in column zero. Append '-pep8' to the style to conform to PEP 8 comment format rules. If not given, the style configured with the Editor / Block Comment Style preference is used.

**Ctrl-Plus: fold-expand-current** - Expand the current fold point

**Ctrl-Pointer\_button1: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Q: visit-history-previous** - Move back in history to previous visited editor position

**Ctrl-Question: uncomment-out-region** - Uncomment out the selected region if commented out. If `one_level` is `True` then each call removes only one level of commenting.

**Ctrl-Quotedbl: enclose(start="", end="")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: begin-visited-document-cycle(move\_back=True, back\_key="Ctrl-Quoteleft", forward\_key="Ctrl-AsciiTilde")** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: run-to-cursor** - Run to current cursor position

**Ctrl-Return: new-line-after** - Place a new line after the current line

**Ctrl-Right: forward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-S: save** - Save active document. Also close it if `close` is `True`.

**Ctrl-Shift-B**: Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Ctrl-Shift-C: comment-block-toggle** - Toggle block comment (with `##` at start) on the selected lines in editor. This is a different style of block commenting than Wing implements by default (the default in Wing is intended to work better with some of the other editor functionality)

**Ctrl-Shift-D: selection-add-next-occurrence(skip\_current=True)** - Add another selection containing the text of the current selection. If `skip_current` is `true`, the current selection will be deselected. If nothing is currently selected, select the current word. Searches backwards if `reverse` is `true`.

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: next-scope** - Select the next scope. Specify a count of more than 1 to go forward multiple scopes. If `sibling_only` is `true`, move only to other scopes of the same parent.

**Ctrl-Shift-E: focus-current-editor** - Move focus back to the current editor, out of any tool, if there is an active editor.

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F: fill-paragraph** - Re-wrap the selected text or current line to the configured text wrap column. When there is no selection, wrappable regions are delineated by surrounding blank lines. Otherwise, when there is a selection, wrapping is constrained to occur only within that selection.

Wrapping behavior depends on context; for example, wrapping Python code is different than wrapping plain text or the contents of comments and docstrings. A shared leading prefix found on all lines is retained and only the content after the prefix is wrapped.

**Ctrl-Shift-F2: close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit\_current is True. Abandons changes rather than saving them when ignore\_changes is True. Close empty window and quit if all document windows closed when close\_window is True. Also closes documentation views, unless include\_help is set to False.

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F4: close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit\_current is True. Abandons changes rather than saving them when ignore\_changes is True. Close empty window and quit if all document windows closed when close\_window is True. Also closes documentation views, unless include\_help is set to False.

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9:** Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-G: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Ctrl-Shift-H: batch-replace** - Display search and replace in files tool.

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-Insert: toggle-overtyp** - Toggle status of overtyping mode

**Ctrl-Shift-J: isearch-backward** - Action varies according to focus: *Active Editor Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string ; *Document Viewer Commands*: Initiate incremental mini-search backward from the cursor position, optionally entering the given search string.

**Ctrl-Shift-K: search-backward** - Search again using the search manager's current settings in backward direction

**Ctrl-Shift-L: swap-lines** - Swap the line at start of current selection with the line that follows it, or the preceding line if previous is True.

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-O: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-Shift-P: brace-match** - Match brace at current cursor position, selecting all text between the two and highlighting the braces

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-R: open-from-project** - Open document from the project via the Open From Project dialog. The given fragment is used as the initial fragment filter and if it is None, the selected text or the symbol under the cursor is used. If skip\_if\_unique is true, the file is opened without the dialog being displayed if only one filename matches the fragment.

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-S: save-all** - Save all unsaved items, prompting for names for any new items that don't have a filename already.

**Ctrl-Shift-Space: show-panel(panel\_type="source-assistant")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab\_focus is specified and is true; if grab\_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (\*) browser (\*\*) batch-search (\*) interactive-search source-assistant (\*\*) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (\*\*) debug-console (\*\*) debug-watch (\*\*) debug-modules (\*\*) python-shell messages (\*) help indent (\*\*) bookmarks (\*\*) testing (\*\*)

open-files (\*) os-command (\*\*) snippets (\*\*) diff (\*\*) uses (\*\*) refactoring (\*\*) versioncontrol.svn (\*\*) versioncontrol.hg (\*\*) versioncontrol.git (\*\*) versioncontrol.cvs (\*\*) versioncontrol.perforce (\*\*)

(\*) Wing Personal and Pro only (\*\*) Wing Pro only

**Ctrl-Shift-T: find-symbol-in-project** - Allow user to visit point of definition of a source symbol in the any file in the project by typing a fragment of the name

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-U: batch-search(look\_in="Current File")** - Search on current selection using the Search in Files tool. The look\_in argument gets entered in the look in field if not None or ". The current selection is put into the search field if it doesn't span multiple lines and either use\_selection is true or there's nothing in the search field. The given search text is used instead, if provided

**Ctrl-Shift-Up: previous-scope** - Select the previous scope. Specify a count of more than 1 to go backward multiple scopes. If sibling\_only is true, move only to other scopes of the same parent.

**Ctrl-Shift-V: duplicate-line** - Duplicate the current line or lines. Places the duplicate on the line following the selection if pos is 'below' or before the selection if it is 'above'.

**Ctrl-Shift-W: close-all** - Close all documents in the current window, or in all windows if in one-window-per-editor windowing policy. Leave currently visible documents (or active window in one-window-per-editor-mode) if omit\_current is True. Abandons changes rather than saving them when ignore\_changes is True. Close empty window and quit if all document windows closed when close\_window is True. Also closes documentation views, unless include\_help is set to False.

**Ctrl-Shift-X: lower-case** - Change current selection or current word to all lower case

**Ctrl-Shift-Y: upper-case** - Change current selection or current word to all upper case

**Ctrl-Shift-Z: redo** - Redo last action

**Ctrl-Slash: fold-toggle** - Toggle the current fold point

**Ctrl-Space: show-autocompleter** - Show the auto-completer for current cursor position

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: execute-file** - Execute the file at the given location or use the active view if loc is None.

**Ctrl-Underscore: zoom-reset** - Action varies according to focus: *Document Viewer Commands*: Reset documentation font size to default; *General Editor Commands*: Reset font zoom factor back to zero

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.



## Key Binding Reference

**Ctrl-V: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Ctrl-W: close** - Close active document. Abandon any changes when `ignore_changes` is `True`. Close empty windows when `close_window` is `true` and quit if all document windows closed when `can_quit` is `true`.

**Ctrl-X: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Y: redo** - Redo last action

**Ctrl-Z: undo** - Undo last action

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Enter: new-line-after** - Place a new line after the current line

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

**F1**: Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F11: debug-continue** - Start or continue debugging to next breakpoint or exception (press `Alt` to continue all paused debug processes)

**F12: focus-current-editor** - Move focus back to the current editor, out of any tool, if there is an active editor.

**F2**: Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is `true`, the definition will be displayed if a split other than the current split; if `other_split` is `false`, it will be displayed in the current editor; if `other_split` is not specified or `None`, the split to be used is determined by the Split Reuse Policy preference value.

**F4: show-panel(panel\_type="browser")** - Show most recently visited panel instance of given type. If no such panel exists, add one to the primary window and show it. Returns the panel view object or None if not shown. Focus is shifted to panel if grab\_focus is specified and is true; if grab\_focus is not specified, it defaults to the value of flash.

The valid panel types are:

project (\*) browser (\*\*) batch-search (\*) interactive-search source-assistant (\*\*) debug-data debug-stack debug-io debug-exceptions debug-breakpoints (\*\*) debug-console (\*\*) debug-watch (\*\*) debug-modules (\*\*) python-shell messages (\*) help indent (\*\*) bookmarks (\*\*) testing (\*\*) open-files (\*) os-command (\*\*) snippets (\*\*) diff (\*\*) uses (\*\*) refactoring (\*\*) versioncontrol.svn (\*\*) versioncontrol.hg (\*\*) versioncontrol.git (\*\*) versioncontrol.cvs (\*\*) versioncontrol.perforce (\*\*)

(\*) Wing Personal and Pro only (\*\*) Wing Pro only

**F5: step-into** - Step into current execution point, or start debugging at first line

**F6: step-over-statement** - Step over current statement

**F7: step-out** - Step out of the current function or method

**F8: debug-continue** - Start or continue debugging to next breakpoint or exception (press Alt to continue all paused debug processes)

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: beginning-of-line-text** - Move to end of the leading white space, if any, on the current line. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Insert: toggle-overtyping** - Toggle status of overtyping mode

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-line-extend** - Action varies according to focus: *Active Editor Commands*: Move to end of current line, adjusting the selection range to new position ; *Toolbar Search Commands*: Move to the end of the toolbar search entry, extending the selection

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

**Shift-F2:** Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: debug-file** - Start debugging the current file (rather than the main entry point)

**Shift-F6: run-all-tests** - Runs all the tests in testing panel.

**Shift-F7: run-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view. The tests are debugged when `debug` is `True`.

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9:** Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: beginning-of-line-text-extend** - Move to end of the leading white space, if any, on the current line, adjusting the selection range to the new position. If toggle is True, moves to the beginning of the line if already at the end of the leading white space (and vice versa).

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space:** Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of release\_toggle controls whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.
- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
["test", ('Alt', 'X'), "m"]  
[( 'ctrl-shift', 'X'), ('shift', 'E'),]
```

**Shift-Tab: outdent-region** - Outdent the selected region one level of indentation. Set sel to None to use preference to determine selection behavior, or "never-select" to unselect after indent, "always-select" to always select after indent, or "retain-select" to retain current selection after indent.

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

### 16.7. Brief Personality

This section documents all the default key bindings for the **Brief** keyboard personality, set by the **User Interface > Keyboard > Personality** preference.

**Alt-0: set-bookmark(mark="0")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-1: set-bookmark(mark="1")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-2: set-bookmark(mark="2")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-3: set-bookmark(mark="3")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-4: set-bookmark(mark="4")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-5: set-bookmark(mark="5")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-6: set-bookmark(mark="6")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-7: set-bookmark(mark="7")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-8: set-bookmark(mark="8")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-9: set-bookmark(mark="9")** - Set a bookmark at current location on the editor. Mark is the project-wide textual name of the bookmark, the category is set to the current bookmark category, and notes are left blank.

**Alt-A: toggle-mark-command(select\_right=2)** - Change between text-marking and non-text-marking mode. Style is "char" for stream select, "block" for rectangular select, and "line" for line select. Set select\_right=1 to select the character to right of the cursor when marking is toggled on.

**Alt-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-C: toggle-mark-command(style="block")** - Change between text-marking and non-text-marking mode. Style is "char" for stream select, "block" for rectangular select, and "line" for line select. Set select\_right=1 to select the character to right of the cursor when marking is toggled on.

**Alt-D: kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

**Alt-Delete: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Alt-Down: fold-expand-more-current** - Expand the current fold point one more level

**Alt-E: open-gui** - Open a file from local disk or a remote host, prompting with file selection dialog if necessary. The dialog shown depends on the default starting directory, and may be for local files or remote files.

**Alt-End: fold-expand-all** - Expand all fold points in the current file

**Alt-F11: prev-points-of-use-match** - Display the previous match in the active points of use tool

**Alt-F12: next-points-of-use-match** - Display the next match in the active points of use tool

**Alt-F3: search** - Bring up the search manager in search mode.

**Alt-F4: close-window** - Close the current window and all documents and panels in it

**Alt-F5: search-sel-backward** - Search backward using current selection

**Alt-F6: run-failed-tests** - Re-run all the previously failed tests. The tests are debugged when debug is True.

**Alt-F7: run-last-tests** - Run again the last group of tests that were run. The tests are debugged when debug is True.

**Alt-G: goto-line** - Position cursor at start of given line number

**Alt-H: goto-selected-symbol-defn** - Goto the definition of the selected source symbol. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Alt-Home: fold-collapse-all** - Collapse all fold points in the current file

**Alt-I: toggle-overtyping** - Toggle status of overtyping mode

**Alt-J: show-bookmarks** - Show a list of all currently defined bookmarks

**Alt-K: kill-line** - Kill rest of line from cursor to end of line, and place it into the clipboard with any other contiguously removed lines. End-of-line is removed only if there is nothing between the cursor and the end of the line.

**Alt-L: toggle-mark-command(style="line")** - Change between text-marking and non-text-marking mode. Style is "char" for stream select, "block" for rectangular select, and "line" for line select. Set `select_right=1` to select the character to right of the cursor when marking is toggled on.

**Alt-Left: visit-history-previous** - Move back in history to previous visited editor position

**Alt-Left-button-click: find-points-of-use-clicked** - Find points of use for last symbol clicked.

**Alt-M: toggle-mark-command(select\_right=1)** - Change between text-marking and non-text-marking mode. Style is "char" for stream select, "block" for rectangular select, and "line" for line select. Set `select_right=1` to select the character to right of the cursor when marking is toggled on.

**Alt-Minus: previous-document** - Move to the previous document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Alt-N: next-document** - Move to the next document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Alt-Page\_down: fold-expand-all-current** - Expand the current fold point completely

**Alt-Page\_up: fold-collapse-all-current** - Collapse the current fold point completely

**Alt-R: insert-file** - Insert a file at current cursor position, prompting user for file selection

**Alt-Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Alt-Right: visit-history-next** - Move forward in history to next visited editor position

**Alt-S: search** - Bring up the search manager in search mode.

**Alt-Shift-A: diff-merge-a-b**

**Alt-Shift-B: diff-merge-b-a**

**Alt-Shift-Down: next-line-extend-rect** - Move to next screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Shift-F4: find-points-of-use(search\_project\_files=False)** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Alt-Shift-F5: debug-continue-all** - Continue all paused debug processes

**Alt-Shift-Left: backward-char-extend-rect** - Move cursor backward one character, adjusting the rectangular selection range to new position

**Alt-Shift-N: diff-next**

**Alt-Shift-P: diff-previous**

**Alt-Shift-Right: forward-char-extend-rect** - Move cursor forward one character, adjusting the rectangular selection range to new position

**Alt-Shift-Up: previous-line-extend-rect** - Move to previous screen line, adjusting the rectangular selection range to new position, optionally repositioning character within line: same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**Alt-Slash: fold-toggle** - Toggle the current fold point

**Alt-T: replace** - Bring up the search manager in replace mode.

**Alt-U: undo** - Undo last action

**Alt-Up: fold-collapse-more-current** - Collapse the current fold point one more level

**Alt-W: save** - Save active document. Also close it if close is True.

**Alt-X: quit** - Quit the application.

**Back-button-click: visit-history-previous** - Move back in history to previous visited editor position

**Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Ctrl-1: activate-file-option-menu** - Activate the file menu for the editor.

**Ctrl-2: activate-symbol-option-menu-1** - Activate the 1st symbol menu for the editor.

**Ctrl-3: activate-symbol-option-menu-2** - Activate the 2nd symbol menu for the editor.

**Ctrl-4: activate-symbol-option-menu-3** - Activate the 3rd symbol menu for the editor.

**Ctrl-5: activate-symbol-option-menu-4** - Activate the 4th symbol menu for the editor.

**Ctrl-6: activate-symbol-option-menu-5** - Activate the 5th symbol menu for the editor.

**Ctrl-Alt-Down: goto-next-bookmark(current\_file\_only=True)** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when current\_file\_only is True. Only bookmarks in the current bookmark category are visited unless a category is passed.



**Ctrl-Alt-F5: debug-kill-all** - Terminate all debug processes

**Ctrl-Alt-F6: debug-failed-tests** - Re-run all the previously failed tests in the debugger.

**Ctrl-Alt-F7: debug-last-tests** - Debug the last group of tests that were run.

**Ctrl-Alt-Left: goto-previous-bookmark** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Right: goto-next-bookmark** - Go to the next bookmark, or the first one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Alt-Shift-F5: debug-stop-all** - Pause all free-running debug processes at the current program counter

**Ctrl-Alt-Up: goto-previous-bookmark(current\_file\_only=True)** - Go to the previous bookmark in the bookmark list, or the last one if no bookmark is selected. Stays within the file in the current editor when `current_file_only` is True. Only bookmarks in the current bookmark category are visited unless a category is passed.

**Ctrl-Apostrophe: enclose(start="'", end="'")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Backspace: backward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word behind of the cursor ; *Toolbar Search Commands*: Delete word behind the cursor

**Ctrl-Braceleft: enclose(start="{", end="}")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Bracketleft: enclose(start="[" , end="]")** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-C: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-D: scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set `move_cursor` to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Delete: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Down: select-less** - Select less code; undoes the last select-more command

**Ctrl-E: scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-End: end-of-document** - Move cursor to end of document

**Ctrl-Equal: zoom-in** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-F12: command-by-name** - Execute given command by name, collecting any args as needed

**Ctrl-F3: search-sel-forward** - Search forward using current selection

**Ctrl-F4: close** - Close active document. Abandon any changes when ignore\_changes is True. Close empty windows when close\_window is true and quit if all document windows closed when can\_quit is true.

**Ctrl-F5: debug-kill** - Terminate current debug session (press Alt to terminate all debug processes)

**Ctrl-F6: step-over** - Step over current instruction

**Ctrl-F8: start-select-line** - Turn on auto-select mode line by line

**Ctrl-F9: break-clear-all** - Clear all breakpoints

**Ctrl-Home: start-of-document** - Move cursor to start of document

**Ctrl-Insert: copy** - Action varies according to focus: *Active Editor Commands*: Copy selected text ; *Document Viewer Commands*: Copy any selected text. ; *Exceptions Commands*: Copy the exception traceback to the clipboard ; *Search Manager Instance Commands*: Copy selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Iso\_left\_tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-K: forward-delete-word** - Action varies according to focus: *Active Editor Commands*: Delete one word in front of the cursor ; *Toolbar Search Commands*: Delete word in front of the cursor

**Ctrl-Left: backward-word** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word

**Ctrl-Left-button-click: goto-clicked-symbol-defn** - Goto the definition of the source symbol that was last clicked on. If other\_split is true, the definition will be displayed if a split other than the current split; if other\_split is false, it will be displayed in the current editor; if other\_split is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Less: `enclose(start="<", end=">")`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Minus: `kill-buffer`** - Close the current text file

**Ctrl-Next: `forward-page-extend`** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Page\_down: `next-document`** - Move to the next document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Page\_up: `previous-document`** - Move to the previous document open in the current window. If `alphabetical` is true, the list traversed will be alphabetized. If `all_splits` is true, documents from all splits will be traversed; otherwise, only the current split will be.

**Ctrl-Pagedown: `end-of-document`** - Move cursor to end of document

**Ctrl-Pageup: `beginning-of-document`**

**Ctrl-Parenleft: `enclose(start="(", end=")")`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Plus: `zoom-in`** - Action varies according to focus: *Document Viewer Commands*: Increase documentation font size; *General Editor Commands*: Zoom in, increasing the text display size temporarily by one font size

**Ctrl-Pointer\_button1: `goto-clicked-symbol-defn`** - Goto the definition of the source symbol that was last clicked on. If `other_split` is true, the definition will be displayed if a split other than the current split; if `other_split` is false, it will be displayed in the current editor; if `other_split` is not specified or None, the split to be used is determined by the Split Reuse Policy preference value.

**Ctrl-Prior: `backward-page-extend`** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Quotedbl: `enclose(start="\"", end="\"")`** - Enclose the selection or the rest of the current line when there is no selection with the given start and end strings. The caret is moved to the end of the enclosed text.

**Ctrl-Quoteleft: `begin-visited-document-cycle(move_back=True, back_key="Ctrl-Quoteleft", forward_key="Ctrl-AsciiTilde")`** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-R: `initiate-repeat-4`** - Enter a sequence of digits indicating number of times to repeat the subsequent command or keystroke.

**Ctrl-Return: `new-line-after`** - Place a new line after the current line

**Ctrl-Right: `forward-word`** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word. Optionally, provide a string that contains the delimiters to define which characters

are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word

**Ctrl-Shift-Delete: delete-lines**

**Ctrl-Shift-Down: scroll-text-down** - Scroll text down a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-Shift-End: end-of-document-extend** - Move cursor to end of document, adjusting the selection range to new position

**Ctrl-Shift-F3: search-sel-backward** - Search backward using current selection

**Ctrl-Shift-F5: debug-stop** - Pause debug at current program counter (press Alt to pause all debug processes)

**Ctrl-Shift-F6: debug-all-tests** - Debug all the tests in testing panel.

**Ctrl-Shift-F7: debug-current-tests** - Runs the current test or tests, if possible. The current tests are determined by the current position in the active view.

**Ctrl-Shift-F8: start-select-rectangle** - Turn on auto-select rectangle mode

**Ctrl-Shift-F9**: Multiple commands; first available is executed:

- **break-disable-all** - Disable all breakpoints
- **break-enable-all** - Enable all breakpoints

**Ctrl-Shift-Home: start-of-document-extend** - Move cursor to start of document, adjusting the selection range to new position

**Ctrl-Shift-I: add-current-file-to-project** - Add the frontmost currently open file to project

**Ctrl-Shift-Left: backward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move backward one word, extending the selection

**Ctrl-Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Ctrl-Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Ctrl-Shift-Right: forward-word-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one word, adjusting the selection range to new position. Optionally, provide a string that contains the delimiters to define which characters are part of a word. Gravity may be "start" or "end" to indicate whether cursor is placed at start or end of the word.; *Toolbar Search Commands*: Move forward one word, extending the selection

**Ctrl-Shift-Tab: begin-visited-document-cycle(move\_back=False)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-Shift-Up: scroll-text-up** - Scroll text up a line w/o moving cursor's relative position on screen. Repeat is number of lines or if >0 and <1.0 then percent of screen. Set move\_cursor to False to leave cursor in current position within the source, otherwise it is moved so the cursor remains on same screen line.

**Ctrl-T: forward-tab** - Action varies according to focus: *Active Editor Commands*: Place a tab character at the current cursor position ; *Search Manager Instance Commands*: Place a forward tab at the current cursor position in search or replace string

**Ctrl-Tab: begin-visited-document-cycle(move\_back=True)** - Start moving between documents in the order they were visited. Starts modal key interaction that ends when a key other than tab is seen or ctrl is released.

**Ctrl-U: redo** - Redo last action

**Ctrl-Underscore: zoom-reset** - Action varies according to focus: *Document Viewer Commands*: Reset documentation font size to default; *General Editor Commands*: Reset font zoom factor back to zero

**Ctrl-Up: select-more** - Select more code on either the current line or larger multi-line blocks.

**Ctrl-V: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Ctrl-X: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Ctrl-Z: undo** - Undo last action

**Delete: forward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character in front of the cursor ; *Toolbar Search Commands*: Delete character in front of the cursor

**Down: next-line** - Move to screen next line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fmb' for first non-blank char.

**End: cursor-end** - Bring cursor to end of line, to end of visible area, or to end of document each successive consecutive invocation of this command.

**End End End: end-of-document** - Move cursor to end of document

**Escape: exit-visual-mode** - Exit visual mode and return back to default mode

**F1**: Multiple commands; first available is executed:

- **show-horizontal-tools** - Show the horizontal tool area
- **minimize-horizontal-tools** - Minimize the horizontal tool area

**F10: command-by-name** - Execute given command by name, collecting any args as needed

**F11: frame-up** - Move up the current debug stack

**F12: frame-down** - Move down the current debug stack

**F2:** Multiple commands; first available is executed:

- **show-vertical-tools** - Show the vertical tool area
- **minimize-vertical-tools** - Minimize the vertical tool area

**F3: split-vertically** - Split current view vertically. Create new editor in new view when new==1.

**F4: unsplit** - Unsplit all editors so there's only one. Action specifies how to choose the remaining displayed editor. One of:

```
current -- Show current editor
close   -- Close current editor before unsplitting
recent  -- Change to recent buffer before unsplitting
recent-or-close -- Change to recent buffer before closing
split, or close the current buffer if there is only
one split left.
```

**F5: search** - Bring up the search manager in search mode.

**F6: replace** - Bring up the search manager in replace mode.

**F7: start-kbd-macro** - Start definition of a keyboard macro. If register=None then the user is prompted to enter a letter a-z under which to file the macro. Otherwise, register 'a' is used by default.

**F8: execute-kbd-macro** - Execute most recently recorded keyboard macro. If register is None then the user is asked to enter a letter a-z for the register where the macro is filed. Otherwise, register 'a' is used by default.

**F9:** Multiple commands; first available is executed:

- **break-set** - Set a new regular breakpoint on current line
- **break-clear** - Clear the breakpoint on the current line

**Forward-button-click: visit-history-next** - Move forward in history to next visited editor position

**Home: cursor-home** - Bring cursor to start of line, to start of visible area, or to start of document each successive consecutive invocation of this command.

**Home Home Home: start-of-document** - Move cursor to start of document

**Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Iso\_left\_tab: backward-tab** - Outdent line at current position

**Left: backward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character ; *Toolbar Search Commands*: Move backward one character

**Next: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Page\_down: forward-page** - Move cursor forward one page

**Page\_up: backward-page** - Move cursor backward one page

**Prior: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Release-Shift-Space: debug-hide-value-tips** - Hide all the debug value tooltips previously shown with `debug_show_value_tips()`

**Return: new-line** - Place a new line at the current cursor position. Override the auto-indent preference by setting `auto_indent` to 'never' to avoid indent, 'always' to auto-indent, and 'blank-only' to auto-indent only on blank lines.

**Right: forward-char** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character ; *Toolbar Search Commands*: Move forward one character

**Shift-Backspace: backward-delete-char** - Action varies according to focus: *Active Editor Commands*: Delete one character behind the cursor, or the current selection if not empty. ; *Toolbar Search Commands*: Delete character behind the cursor

**Shift-Delete: cut** - Action varies according to focus: *Active Editor Commands*: Cut selected text ; *Search Manager Instance Commands*: Cut selected text ; *Toolbar Search Commands*: Cut selection

**Shift-Down: next-line-extend** - Move to next screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnc' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Shift-End: end-of-line** - Action varies according to focus: *Active Editor Commands*: Move to end of current line; *Toolbar Search Commands*: Move to the end of the toolbar search entry

**Shift-F1: move-focus** - Move the keyboard focus forward within the Window to the next editable area

**Shift-F11: frame-show** - Show the position (thread and stack frame) where the debugger originally stopped

**Shift-F2:** Multiple commands; first available is executed:

- **enter-fullscreen** - Hide both the vertical and horizontal tool areas and toolbar, saving previous state so it can be restored later with `exit_fullscreen`
- **exit-fullscreen** - Restore previous non-fullscreen state of all tools and tool bar

**Shift-F3: search-backward** - Search again using the search manager's current settings in backward direction

**Shift-F4: find-points-of-use** - Find points of use for a symbol. The symbol defaults to the active selection. Finds points of use in the file the symbol is located and in project files by default.

**Shift-F5: search-forward** - Search again using the search manager's current settings in forward direction

**Shift-F6: replace-and-search** - Replace current selection and search again.

**Shift-F7: stop-kbd-macro** - Stop definition of a keyboard macro

**Shift-F8: start-select-char** - Turn on auto-select mode character by character

**Shift-F9:** Multiple commands; first available is executed:

- **break-set-disabled** - Set a disabled breakpoint on the current line
- **break-enable** - Enable the breakpoint on the current line
- **break-disable** - Disable the breakpoint on current line

**Shift-Home: beginning-of-line** - Action varies according to focus: *Active Editor Commands*: Move to beginning of current line. When toggle is True, moves to the end of the leading white space if already at the beginning of the line (and vice versa).; *Toolbar Search Commands*: Move to the beginning of the toolbar search entry

**Shift-Insert: paste** - Action varies according to focus: *Active Editor Commands*: Paste text from clipboard ; *Search Manager Instance Commands*: Paste text from clipboard ; *Toolbar Search Commands*: Paste from clipboard

**Shift-Left: backward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor backward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move backward one character, extending the selection

**Shift-Page\_down: forward-page-extend** - Move cursor forward one page, adjusting the selection range to new position

**Shift-Page\_up: backward-page-extend** - Move cursor backward one page, adjusting the selection range to new position

**Shift-Return: new-line-before** - Place a new line before the current line

**Shift-Right: forward-char-extend** - Action varies according to focus: *Active Editor Commands*: Move cursor forward one character, adjusting the selection range to new position ; *Toolbar Search Commands*: Move forward one character, extending the selection

**Shift-Space:** Multiple commands; first available is executed:

- **debug-show-value-tips(release\_toggle=True)** - Show tooltips on all visible editors indicating the current value of all visible symbols. The value of release\_toggle controls



whether this command is available if the tips are already shown; this can be used to prevent execution of fallback commands on a key binding while the tips are already visible, if the key is pressed again or reported in key repeat events while the key is held down.

- **send-keys(keys=" ")** - Send one or more keys to the editor. Send a string to enter each key in the string, or a list of strings and/or (mod, key) tuples where mod is a string containing any of case insensitive 'shift', 'ctrl', or 'alt'. Valid examples:

```
"testme"  
"TestMe"  
["test", ('Alt', 'X'), "m"]  
[( 'ctrl-Shift', 'X'), ( 'shift', 'E'),]
```

**Shift-Tab: backward-tab** - Outdent line at current position

**Shift-Up: previous-line-extend** - Move to previous screen line, adjusting the selection range to new position, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, 'fnb' for first non-blank char, or 'xcode' to simulate XCode style Shift-Alt line selection.

**Tab: tab-key** - Implement the tab key, the action of which is configurable by preference

**Up: previous-line** - Move to previous screen line, optionally repositioning character within line: 'same' to leave in same horizontal position, 'start' at start, 'end' at end, or 'fnb' for first non-blank char.

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1. License number
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3. The request code, which is an SHA hash of the license number, date, and the same machine identity metrics listed above
4. Your IP address
5. The optional user information that you entered into the license activation dialog for the purpose of license recovery

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#### Update Check

Wing periodically checks for updates by contacting **wingware.com**. This check will send the following information:

1. License number

## License Information

2. Current version and patch level
3. Your IP address

Update checks can be disabled with the **User Interface > Other > Auto-check for Product Updates** preference and by not using **Check for Updates** in the **Help** menu.

### Bug Reports and Feedback

Wing provides a mechanism for submitting bug reports and feedback, which may send the following information to our servers:

1. Any text entered into the bug report and feedback dialogs
2. License number
3. Your IP address
4. Basic host and installation data including product version and patch level, installation location, settings directory, cache directory, OS type and version, CPU type, memory size, local IP addresses, currently open project, and active Python installation location and version
5. In bug reports, you may optionally include a log of recent IDE activity, the filename of which is given in the bug submission dialog

To avoid submitting this information to Wingware, simply refrain from submitting any bug reports or feedback from the **Help** menu.

### Usage Statistics

Wing periodically submits usage statistics to help us understand which features are most used and to help provide support. The data sent consists of:

1. Product type, version, and patch level
2. License number
3. Your IP address
4. Usage statistics consisting of (name, value) pairs where name is a code identifying an IDE feature, such as 'debug.start', 'testing.run', and 'minutes-used', and value is an integer count

To avoid submitting usage statistics, disable the **User Interface > Other > Submit Usage Stats** preference.

### Special Offers

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To turn off display of special offers without disabling update checks, uncheck the **User Interface > Other > Show Discount Offers** preference.