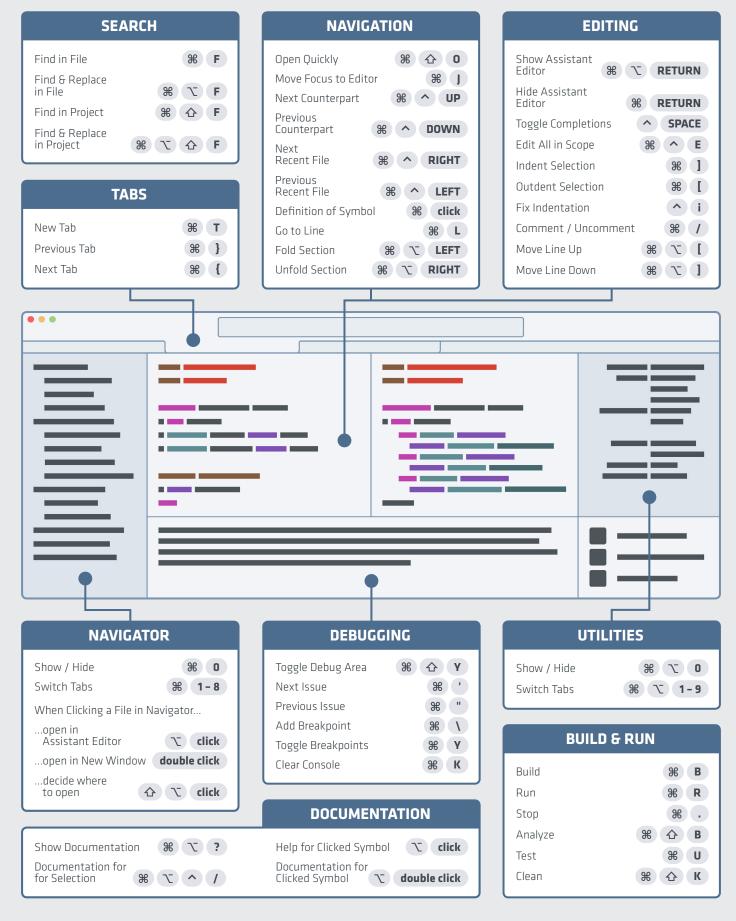


# XCODE CHEAT SHEET



presented by TOWER > Version control with Git - made easy





## **XCODE TIPS & TRICKS**

presented by TOWER > Version control with Git - made easy



#### **1. DECIDE WHERE TO OPEN A FILE**

In Xcode, you can open a file in various ways: in the standard editor, in a new or existing assistant editor, in a new or existing tab, or in a new window. Here's how you can decide about this:

- When clicking on a file in the Navigator, hold down  $\mathcal{T}$   $\Delta$
- When clicking on a symbol in an editor pane, hold down 後 て 谷

A pop-over will appear and let you choose where exactly you want the file to be displayed.

#### **2. OPEN QUICKLY**

You shouldn't waste your time digging for a file in your folder hierarchy. Instead, you can use Xcode's "Open Quickly" dialog by pressing **% O** . Simply start typing any part of a file's name - it doesn't even have to be consecutive letters: "mwinco" will find your "MainWindowController" class.

As if that wouldn't be cool enough, this dialog also lets you decide where exactly to open the file: hold down  $(\mathfrak{B})$   $(\mathcal{T})$   $(\Delta)$ while double-clicking the file to bring up the pop-over from #1.

#### **3. CUSTOM CODE SNIPPETS**

Whenever you find yourself typing the same bits of code multiple times, you should create a code snippet. To do that, first make sure that the "Code Snippet Library" pane is displayed by pressing **%**  $\sim$  **2**.

Now go back to your editor pane and start typing what will soon be a custom snippet – and remember to insert placeholders for values you have to fill out when invoking it (e.g. "<#token#>").

Then highlight and drag that code to the library pane. Apart from naming it, you should also define a "Completion Shortcut": when you type these letters later, Xcode will offer to substitute them with your custom snippet.

### 4. TABS

Tabs are well-known from almost every IDE and text editor. However, three things make tabs in Xcode especially powerful:

- a) Each tab can be configured individually. For example, one tab could contain just two editor panes, while another one could contain the project navigator, a single editor pane, and the utilities area. You can therefore configure tabs that are optimized for different use cases (like coding, debugging, interface builder tasks, etc).
- b) Tabs persist in a workspace. When reopening a project, Xcode restores its tabs – including their unique structure. This makes it worthwhile to take some time to configure your "perfect" setup.
- c) By double-clicking a tab, you can assign it a name. Named tabs can then be used in "Behaviors" (see #5).

#### **5. BEHAVIORS**

With "Behaviors", you can tell Xcode how to react when certain events happen. For example, you could have the console view shown whenever your app starts running, or you could have a new tab opened whenever you start a search.

This becomes even more powerful when combined with named tabs. For example, whenever your app pauses, you can have Xcode open your named tab "Debug" – a tab that you configured exactly how you want it to look (maybe with an assistant editor and the debugger shown, but the project navigator hidden).

Behaviors can be configured in Xcode's preferences window.

#### **KEYBOARD SYMBOLS**

**%** Command key

- Control key
- ☆ Shift key

#### **VERSION CONTROL**

Go beyond Xcode's basic version control support and combine it with Tower – the most powerful Git client for Mac. Try it free for 30 days.