

The diagram to the right shows the currently supported hotkeys in AGK Studio V2023.08.23, with user-definable bindings.

These keybindings are accessible from:

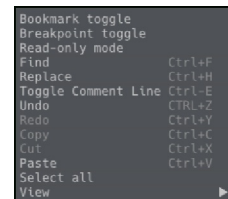
Menubar "Edit"-->Preferences-->"Keyboard Shortcuts"

A number of commands/functions are omitted, including some that already have keybindings assigned to them.

Here is a list (non-exhaustive) of keybindings that are not currently editable / assignable by the user.

Some have existing (unassignable) bindings; others have none (that I have detected at least):

- Toggle Comment Line <Ctrl + E>
- Replace <Ctrl + H>
- Breakpoint Toggle <F9>
- Bookmark Toggle nil
- Go to next Bookmark nil
- Go to previous Bookmark nil
- Go to next Breakpoint nil
- Go to previous Breakpoint nil
- Find Previous nil
- Debug Step Out nil
- Debug Step Over <F11>
- Debug Break nil
- Go to Definition nil
- Redo <Ctrl + Y>
- Undo <Ctrl + Z>
- Expand current foldstart nil
- Collapse current foldstart nil
- Read-only mode nil



Several of these "undocumented" keybindings are viewable from the editor's context menu pane, which appears when the user right-clicks the mouse over specific text within a program listing, such as a code function or a variable name.

I'm not sure how feasible/realistic/practical this is to modify/program, but ideally if every function of the editor was listed in the editor's "Preferences" window under the "Keyboard Shortcuts" tab, that would be ideal.