

MonoDevelop Cheatsheet

Compiled for MonoDevelop 2.8 / Unity 3.5 on Mac.
Please replace CMD with CTRL on Windows.

Navigation

CMD+'	Open Unity reference on selected type
CMD+Shift+T	Jump to type definition
CMD+.	Jump to method/class/etc.
CMD+Alt+Left/Right	Jump around in Navigation History
CMD+D	Jump to selected type's definition . (related: right-click on type, "Find derived classes" or "Find references")
CMD+L	Jump to line
CMD+*	Toggle bookmark

Editing

Alt+Up/Down	Move line up or down
#region myRegion	Preprocessor directive: mark a region in your code which you can then fold/unfold/jump to in Document Outline.
#endregion	

Context Menu

Refactor/Rename	Rename selected class or method throughout your project
Refactor/Encapsulate Fields	Automatically produce getter/setters for selected class
Refactor/Override/imp. members	Automatically produce interface/base class methods
Show Code Generation Window	Produce constructors, ToString, etc.

Helpful Pads (Menu: View/Pads/)

Task List	Get a list of comments in your code containing the words "TODO" , "FIXME" , etc.
Toolbox	Panel with helpful text macros
Classes	Browse project by packages and classes instead of files