

# Using name completion in editing

**arrow.eps ↵ To cycle through the symbols *local* to a given scope and having the same prefix, type the prefix and press Escape repeatedly.**

**arrow.eps ↵ To cycle through *all* project symbols with the same prefix, type the prefix and press Alternate-Escape repeatedly**

**arrow.eps ↵ To display a list of all global symbols with the same prefix, type the prefix and press Alternate-I.**

Name completion is a feature that displays all completions of a partial symbol name, including classes, methods, functions, constants, structures, and even local variables. It has several uses in code editing: It allows you to locate symbols that are only vaguely familiar; it also helps to prevent compilation errors due to misspellings; and it simply a convenient way to insert symbols without having to type them. With name completion, you can obtain symbols local to a file or global to the project.

## Edit\_NameCompletion.eps ↵

If you insert the cursor within an existing symbol, any symbol chosen from name completion will be inserted before the existing symbol.

If you prefer not to cycle through all symbols with a given prefix, you can display a panel that lists possible completions from among the project's global symbols.

## Edit\_NameCompletion2.eps ↵

To use name completion, the project must be indexed. When a project is indexed, it <sup>a</sup>knows<sup>o</sup> about all symbols—both those that the project internally defines and those that it imports.

Name completion is available in many other contexts, including the fields of the Project Find and Find panels, and in some fields of the Project Inspector panel. In addition, you can use name completion to complete file names

and pathnames in all Open and Save panels and in the Open Quickly file (where the space bar rather than Escape is used). See chapter 8, "Finding Information," to learn how name completion is used in find and replace operations. ;../08\_FindingInformation/FindingInformation.rtf;;↵