Navigating between code files

arrow.eps ¬   Select souce-code files in the project browser.
arrow.eps ¬   Use the Loaded Files browser to navigate among opened files
arrow.eps ¬   Use the ªOpen File or Projectº panel to locate and open project or non-project files.

When you select header files, Objective-C implementation files, and other source-code files in the project browser, those files are displayed in the code editor. Although this is a useful feature, it can sometimes require complicated mouse work, especially if you have many project files spread across many categories. The Loaded Files browser provides a navigational focus for the set of files you're most interested inÐthe files that you've already opened.

Edit_NavigateBetween.eps ¬

To remove a file from the Loaded Files browser, select it and choose Close from the Edit menu.

A quick way to locate files in the file system, especially good for non-project files, is to use the ªOpen File or Projectº panel. To display this panel, choose Open Quickly from the File menu.

Edit_OpenQuickly.eps ¬

Tip: You can use several Emacs commands to edit the path in the Open File field: Control-a (beginning of line), Control-e (end of line), Control-k (delete to end of line), Control-f (forward character), Escape b (backward word), and so on.

You can also drag document icons from the File Viewer   and drop them over the code editor to open and display them.