

LnxSpec keyboard shortcuts

Quick Open	[Ctrl+O]
Save Snapshot	[Ctrl+S]
Save Screenshot	[Ctrl+D]
Write Tokens	[Ctrl+U]
Goto LnxSpec Wiki	[F1]
Change Joystick	[F3]
Open Game Library	[F4]
Pause	[F5]
Reset	[F8]
NMI	[Ctrl+F8, F8 dblclick]
Extra Button (MB03+)	[Shift+F9]
Full Screen	[F12]
Mouse	[3rd mouse button]
ULA+ On	[Ctrl+K]
ULA+ Off	[Ctrl+L]

Game Library

Set Program Info	[/]
Change Prg. Category	[*]
Change Prg. Rating	[+ -]
Make Program Screen	[Ctrl+F12]

Mode: Sound

AY-ACB	[Ctrl+F5]
AY-ABC	[Ctrl+F6]
AY-Mono	[Ctrl+F7]
Show Bars	[Ctrl+F9]

Mode: Display

Original Colours	[Ctrl+F1]
Tiny Colours	[Ctrl+F2]
Monochrome	[Ctrl+F3v]
Border View	[Ctrl+NumPad0]
Smoothing	[Ctrl+B]
Window Size 1:1	[Ctrl+NumPad1]
Window Size 1:2	[Ctrl+NumPad2]
Window Size 1:3	[Ctrl+NumPad3]
Window Size 1:4	[Ctrl+NumPad4]

Mode: Tape

Fast Loading	[Ctrl+F10]
Auto Start/Stop	[Ctrl+F11]

Tool: Tape Editor

New TAP	[Ctrl+N]
Open TAP	[Ctrl+O]
Save TAP	[Ctrl+S]

Save TAP As	[Ctrl+Shift+S]
Copy Block(s)	[Ctrl+C]
Paste Block(s)	[Ctrl+V]
Cut Block(s)	[Ctrl+X]
Delete Block(s)	[Del]
Select All Blocks	[Ctrl+A]

Tool: ULA+ Colours Editor

Open Palette	[Ctrl+O]
Save Palette	[Ctrl+S]
Save Palette As	[Ctrl+Shift+S]
Default Colours	[Ctrl+D]
Editor Undo	[Ctrl+Z]
Editor Redo	[Ctrl+Shift+Z]

Debugger (works also in the Assembler)

Run	[F5]
Stop	[F6]
Slow Run	[F7]
Set Breakpoint	[F9, mouse dblclick]
Remove All Breakps.	[Shift+F9]
Step Over	[F10]
Step Out	[Ctrl+F10]
Step	[F11]
Skip Instr.	[Ctrl+F11]
IRQ Breakpoint	[Ctrl+I]
Reset T-stats	[Ctrl+R]
Save Binary	[Ctrl+S]
Copy Disasm To Clipb.	[Ctrl+C]

Assembler

New Asm Project	[Ctrl+N]
Open Asm Project	[Ctrl+O]
Save Asm Project	[Ctrl+S]
Save&Close Asm Proj.	[Ctrl+W]
Editor Undo	[Ctrl+Z]
Editor Redo	[Ctrl+Shift+Z]
Copy	[Ctrl+C]
Paste	[Ctrl+V]
Cut	[Ctrl+X]
Select All	[Ctrl+A]
Find / Replace	[Ctrl+F]
Find Next	[F3]
Find Label	[F12]
Annotate Line	[Ctrl+M]
Goto Last Edited Line	[Ctrl+E]
Goto Prev. Edited Line	[Ctrl+Shift+E]
Show T-stats	[Ctrl+T]