1) CMD + R: Build & RUN
2) CMD+0 (navigator panel), CMD+Option+0 (Inspector panel)
3) CMD+1, 2, 3, 4 (open decks 1,2,3... in navigator panel)
3) CMD+Option+1, 2, 3, 4 (open decks 1,2,3... in inspector panel)
5) CMD+Shift+Y : open console and debugger
6) CMD+Option*Enter : open assistant editor (CMD+Enter closes assistant editor=
7) In Xcode > Preferences > Navigation panel you can enable "Uses Focused Editor" instead of "Uses Primary Editor"
8) CMD+Shift+O : open search file in project(s)
9) Navigation Helper: put comments "// MARK: some text " to enable search and jump directly in code via navigator
10) CMD+/ mark selected source code as commented (uncomment the same way)
11) Control + I : indent broken indentation in selected source code.
129 Debugger illustration (see demo)