Unity Notes:

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| **F** | Frame selected (ie, show the selected asset in its containing folder) |
| **Tab** | Shift focus between first column and second column (Two columns) |
| **Ctrl/Cmd + F** | Focus search field |
| **Ctrl/Cmd + A** | Select all visible items in list |
| **Ctrl/Cmd + D** | Duplicate selected assets |
| **Delete** | Delete with dialog |
| **Delete + Shift** | Delete without dialog |
| **Backspace + Cmd** | Delete without dialogs (OSX) |
| **Enter** | Begin rename selected (OSX) |
| **Cmd + down arrow** | Open selected assets (OSX) |
| **Cmd + up arrow** | Jump to parent folder (OSX, Two columns) |
| **F2** | Begin rename selected (Win) |
| **Enter** | Open selected assets (Win) |
| **Backspace** | Jump to parent folder (Win, Two columns) |
| **Right arrow** | Expand selected item (tree views and search results). If the item is already expanded, this will select its first child item. |
| **Left arrow** | Collapse selected item (tree views and search results). If the item is already collapsed, this will select its parent item. |
| **Alt + right arrow** | Expand item when showing assets as previews |
| **Alt + left arrow** | Collapse item when showing assets as previews |

* Select the mesh you want to manipulate and make sure the Transform Tool is active.
* Press and **hold** the V key to activate the vertex snapping mode.
* Move your cursor over the vertex on your mesh that you want to use as the pivot point.
* **Hold** down the left button once your cursor is over the desired vertex and drag your mesh next to any other vertex on another mesh.
* Release your mouse button and the V key when you are happy with the results.
* Shift-V acts as a toggle of this functionality.
* You can snap vertex to vertex, vertex to surface and pivot to vertex.

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| **Tools** |
| *Keystroke* | *Command* |
| Q | Pan |
| W | Move |
| E | Rotate |
| R | Scale |
| T | Rect Tool |
| Z | Pivot Mode toggle |
| X | Pivot Rotation Toggle |
| V | Vertex Snap |
| CTRL/CMD+LMB | Snap |

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| **GameObject** |
| CTRL/CMD+SHIFT+N | New game object |
| CTRL/CMD+ALT+F | Move to view |
| CTRL/CMD+SHIFT+F | Align with view |
| SHIFT+F or double-F | Locks the scene view camera to the selected GameObject |

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| **Window** |
| CTRL/CMD+1 | Scene |
| CTRL/CMD+2 | Game |
| CTRL/CMD+3 | Inspector |
| CTRL/CMD+4 | Hierarchy |
| CTRL/CMD+5 | Project |
| CTRL/CMD+6 | Animation |
| CTRL/CMD+7 | Profiler |
| CTRL/CMD+9 | Asset store |
| CTRL/CMD+0 | Version Control |
| CTRL/CMD+SHIFT+C | Console |

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| **Edit** |
| CTRL/CMD+Z | Undo |
| CTRL+Y (Windows only) | Redo |
| CMD+SHIFT+Z (Mac only) | Redo |
| CTRL/CMD+X | Cut |
| CTRL/CMD+C | Copy |
| CTRL/CMD+V | Paste |
| CTRL/CMD+D | Duplicate |
| SHIFT+Del | Delete |
| F | Frame (centre) selection |
| CTRL/CMD+F | Find |
| CTRL/CMD+A | Select All |
| CTRL/CMD+P | Play |
| CTRL/CMD+SHIFT+P | Pause |
| CTRL/CMD+ALT+P | Step |

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| **Selection** |
| CTRL/CMD+SHIFT+1 | Load Selection 1 |
| CTRL/CMD+SHIFT+2 | Load Selection 2 |
| CTRL/CMD+SHIFT+3 | Load Selection 3 |
| CTRL/CMD+SHIFT+4 | Load Selection 4 |
| CTRL/CMD+SHIFT+5 | Load Selection 5 |
| CTRL/CMD+SHIFT+6 | Load Selection 6 |
| CTRL/CMD+SHIFT+7 | Load Selection 7 |
| CTRL/CMD+SHIFT+8 | Load Selection 8 |
| CTRL/CMD+SHIFT+9 | Load Selection 9 |
| CTRL/CMD+ALT+1 | Save Selection 1 |
| CTRL/CMD+ALT+2 | Save Selection 2 |
| CTRL/CMD+ALT+3 | Save Selection 3 |
| CTRL/CMD+ALT+4 | Save Selection 4 |
| CTRL/CMD+ALT+5 | Save Selection 5 |
| CTRL/CMD+ALT+6 | Save Selection 6 |
| CTRL/CMD+ALT+7 | Save Selection 7 |
| CTRL/CMD+ALT+8 | Save Selection 8 |
| CTRL/CMD+ALT+9 | Save Selection 9 |

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| **Assets** |
| CTRL/CMD+R | Refresh |