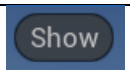
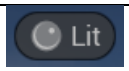
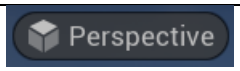
Unreal Engine 5 C++ The Ultimate Game Developer Course

Section 1 – Getting Started

View Modes

Description	Command/Icon
Show Menu Enables us to set various flags to show or hide things in the world	
Lit Menu Change the lighting settings	
Perspective Menu Change from Perspective to the various Orthographic Modes (Top, Bottom, Left, Right, Front, Back)	
Maximize/Restore Viewport Allows us to split the viewport and show multiple view modes	
Hamburger Icon Menu Contains miscellaneous viewport options (Show FPS,)	 Show FPS – CTRL + SHIFT + H
Bookmarks Saved positions in the viewport that we can access with the number keys. **Set a Bookmark** Set a bookmark with -> Bookmarks -> Set Bookmark -> Bookmark #	0 – Jump to Bookmark 0 1 – Jump to Bookmark 1 2 – Jump to Bookmark 2 …etc. CTRL + 0 – Set Bookmark 0 CTRL + 1 – Set Bookmark 1 CTRL + 2 – Set Bookmark 2 …etc.
Game View See the scene as if the game were playing – all icons will disappear	-> Game View G
Immersive Mode Fullscreen the viewport	-> Immersive Mode F11
High Resolution Screenshot Takes a high resolution screenshot of the scene. Image is saved to the Saved folder in the project.	-> High Resolution Screenshot