






Unreal Engine 5 C++ The Ultimate Game Developer Course

Section 1 – Getting Started

The Level Editor Viewport

Description	Command/Icon
Open the Content Drawer Shows the folder structure of the project. Click in the viewport to hide.	 Content Drawer  Output Log SHIFT + SPACE
Dock in Layout Docks the Content Browser in the current layout	 Dock in Layout  Settings
Move Forward/Backward in the Viewport Moves forward/backward in the Level Editor Viewport	Left-Click in the Viewport, Drag up/down
Look Left/Right in the Viewport Looks left/right in the Level Editor Viewport	Left-Click in the Viewport, Drag left/right
Look up/down in the Viewport Looks up/down in the Level Editor Viewport	Right-Click in the Viewport, Drag up/down
Look right/left in the Viewport Looks right/left in the Level Editor Viewport	Right-Click in the Viewport, Drag right/left
Rise and Sink in the Viewport Rises and sinks in the Level Editor Viewport	Double-Click in the Viewport, Drag up/down
Pan in the Viewport Translate left and right in the Level Editor Viewport	Double-Click in the Viewport, Drag left/right
Fly Around in the Viewport Flies around with the WASD keys in the Level Editor Viewport	Left-click or Right-click and hold, WASD
Zoom In Zooms in temporarily, releasing the mouse will zoom back out	Left-click or Right-click and hold, C
Zoom Out Zooms out temporarily, releasing the mouse will zoom back in	Left-click or Right-click and hold, Z
Adjust Camera Speed Adjusts the camera speed in the Level Editor Viewport	 Click and adjust the slider

Resources

<https://docs.unrealengine.com/5.0/en-US/level-editor-in-unreal-engine/>