Unreal Engine 5 C++ The Ultimate Game Developer Course

Section 1 – Getting Started

Installing Unreal Engine

Description	Command/Icon
Play In Editor (PIE) Play tests the level in the Level Editor Viewport	 ALT + P
Stop Simulation Stops the simulation while a PIE session is running	 SHIFT + ESC
Get Mouse Cursor Gets the mouse cursor while in a PIE session	SHIFT + F1
Maneuver the Default Pawn in a PIE Session Moving around while a PIE session is running	Left-Click in the Viewport, Move Mouse, WASDCE

Resources
https://unrealengine.com