

# Selecting Actors

Overview of methods available for selecting Actors in the Level Editor viewport.



Selecting Actors, while simple in nature, is an important part of the level-editing process. The ability to quickly and easily select the Actors that you want to work with enhances productivity and speeds up the design process.

This page details the different ways to select Actors in Unreal Engine.

## Simple Selection

The most basic method of selecting Actors is to **left-click** them in the Viewport. Clicking an Actor will deselect any currently selected Actors and select the new one instead. If you hold down the **Ctrl** key while you click a new (unselected) Actor, the new Actor is added to the selection. If you hold down the **Ctrl** key while clicking a selected Actor, the Actor is removed from the selection.

This method is good for selecting small numbers of Actors or several isolated Actors spread out across a Level, but it can be slow and tedious for selecting large numbers of Actors.

*Selected Actors are highlighted in the Viewport. In this example, the table is selected, as shown by the yellow highlight and the presence of the Transform widget.*

When you select multiple Actors, you can transform them as a group, and you can modify their properties simultaneously in the **Details** panel.



When you have two or more Actors selected, you can add them to a group to make it easier to re-select them or change their properties at the same time. For more information, refer to the [Grouping Actors](#) page.


# Selecting Actors in the World Outliner

The **World Outliner** is a panel in the Unreal Editor that contains a hierarchical tree view of all Actors in the level. By default, it is located at the right-hand side of the Unreal Editor window.

You can select and deselect individual Actors in the list the same way you would in the Viewport.

In addition, you can select multiple Actors in the following ways:

- Click an Actor, then hold down the **Shift** key and click another Actor to select all the Actors between them in the list.
- Hold down the **Ctrl** key and click multiple Actors to select all of them. The Actors don't have to be in sequence.

 Selecting any Actor in the **World Outliner** also selects it in the viewport, and vice versa.

## Marquee Selection (Click-And-Drag)

Marquee selection is a quick way to select or deselect a group of Actors within a certain area in the viewport. This type of selection is performed by clicking and dragging the mouse, while optionally holding down a key or key combination. All the Actors within the box will be selected or deselected depending on the combination of keys and mouse button you hold down while dragging the mouse.


*Marquee selection in Unreal Editor. Note that this viewport is in orthographic top-down view, which makes it easier to select multiple objects using click-and-drag.*

The following table shows the possible keyboard combinations for marquee selection.

Mouse and Keyboard Shortcut	Action
Left-click and drag	Replaces the current selection with the Actors contained in the box.
Left-click and drag + Shift	Adds the Actors contained in the box to the current selection.
Left-click and drag + Ctrl + Alt	Removes the Actors in the box from the current selection.

## Using the Select Menu

The **Select** menu in the Unreal Editor's menu bar brings up some advanced selection techniques.



The options available in this submenu vary depending on the type of Actor you select. For example, if you have a Static Mesh selected, you will see different options than if you have a Blueprint selected.

The table below details some of the common options found within the **Select** submenu.

Option	Description
Select All	Selects all Actors in the current Level.
Unselect All	Clears the current selection.
Invert Selection	Inverts the current selection (selects all Actors that are not currently selected, and deselects currently selected Actors).
Focus Selected	Centers the selected Actor inside the Level Viewport.
Select Immediate Children	<div>Selects the <i>immediate</i> children of the currently selected Actor. For example, if your Actor hierarchy looks like this:<ul style="list-style-type: none"><li>Actor 1<ul style="list-style-type: none"><li>Actor 2</li><li>Actor 3<ul style="list-style-type: none"><li>Actor 4</li><li>Actor 5</li></ul></li><li>Actor 6<ul style="list-style-type: none"><li>Actor 7</li></ul></li></ul></li></ul><p>this operation only selects Actors 2, 3, and 6.</p></div>
Select All Descendants	Selects <i>all</i> children of the currently selected Actor.
Select Relevant Lights	Selects all Light Actors that affect the currently selected Actor.
Select Matching (Selected Classes)	(For mesh Actors) Selects all Actors with the same Static Mesh and the same Actor class as the selected Actor.
Select Matching (All Classes)	(For mesh Actors) Selects all Actors with the same Static Mesh as the selected Actor.

OptionDescription

<ul style="list-style-type: none"><li>• <b>Select All Additive Brushes</b></li><li>• <b>Select All Subtractive Brushes</b></li><li>• <b>Select All Surfaces</b></li></ul>	Selects all brush Actors that match the specified type (additive, subtractive, or surfaces).
<b>Select All With Same Material</b>	Selects all Actors that use the same Material.
<ul style="list-style-type: none"><li>• <b>Select All Geometry in Hierarchy</b></li><li>• <b>Deselect All Geometry in Hierarchy</b></li><li>• <b>Select Inverse Geometry in Hierarchy</b></li></ul>	Selects, deselects, or inverts the current selection of all geometry in the Level.