

# Unreal Engine

A visual cheat-sheet for many keyboard shortcuts found in Unreal Engine 5

## # Level Editor

Viewport Transformation	
W	Translate
E	Rotate
R	Scale
Space Bar	Toggle Transform Mode
[	Decrease Position Grid Size
]	Increase Position Grid Size
Shift [	Decrease Rotation Grid Size
Shift ]	Increase Rotation Grid Size

View Modes	
Alt 2	Wireframe
Alt 3	Unlit
Alt 4	Lit
Alt 5	Detail Lighting
Alt 6	Lighting Only
Alt 7	Light Complexity
Alt 8	Shader Complexity
Alt 0	Lightmap Density

Level Editor General	
Esc	Deselect All
H	Hide Selected

<div>CtrlH</div>	Unhide All
<div>F</div>	Focus on Actor
<div>F9</div>	Screenshot
<div>F11</div>	Immersive Mode
<div>G</div>	Game View
<div>T</div>	Toggle Translucent Selection
<div>(right click)</div>	Asset Menu
<div>CtrlE</div>	Edit Selected Asset
<div>CtrlP</div>	Open Asset
<div>P</div>	Toggle Navmesh
<div>CtrlShift,</div>	Profile GPU
<div>CtrlShiftH</div>	Toggle FPS
<div>~</div>	Command Console

Camera Navigation	
<div>AltG</div>	Perspective View
<div>AltH</div>	Front View
<div>AltJ</div>	Top View
<div>AltK</div>	Side View
<div>Ctrl0-9</div>	Set Bookmark
<div>0-9</div>	Jump to Bookmark

Editing Modes	
<div>Shift1</div>	Selection Mode
<div>Shift2</div>	Landscape Mode
<div>Shift3</div>	Foliage Mode
<div>Shift4</div>	Modeling Mode
<div>Shift5</div>	Brush Editing Mode
<div>Shift6</div>	Animation Mode

Snapping	
<div>End</div>	Snap to Floor

<div>Alt</div> <div>End</div>	Snap Pivot to Floor
<div>Shift</div> <div>End</div>	Snap Bounds to Floor
<div>Ctrl</div> <div>End</div>	Snap to World Grid

Play in Editor (PIE)	
<div>Alt</div> <div>P</div>	Start PIE Session
<div>Pause</div>	Pause
<div>F8</div>	Eject from Player
<div>Esc</div>	Stop PIE Session

Content Browser	
Note: You need to select assets first for these shortcuts to work	
<div>Alt</div> <div>Shift</div> <div>A</div>	Audit Assets
<div>Alt</div> <div>Shift</div> <div>R</div>	Reference Viewer
<div>Alt</div> <div>Shift</div> <div>M</div>	Size Map

## # Asset Editors

Blueprints	
<div>B</div>	Add Branch
<div>S</div>	Add Sequence
<div>D</div>	Add Delay
<div>F</div>	Add For Each Loop
<div>G</div>	Add Gate
<div>M</div>	Add Multi Gate
<div>O</div>	Add Do Once
<div>N</div>	Add Do N
<div>C</div>	Add Comment
<div>F7</div>	Compile Blueprint
<div>F9</div>	Add Breakpoint to selected node
<div>Ctrl</div> <div>Shift</div> <div>F9</div>	Remove all Breakpoints

Home	Zoom to selected node
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Asset Editor Viewports	
Used in the viewport for the Mesh Editor, Material Editor, Blueprint Editor, etc.	
I	Toggle Environment
O	Toggle Floor
P	Toggle Post Processing

Static Meshes	
Ctrl N	Show Nanite Fallback Mesh
Alt N	Toggle Normals
Alt S	Toggle Sockets

## # Your own Shortcuts

Shortcut Settings	
Click on the Edit Menu	
Open Editor Preferences	
Under "General" (the first section), find Editor Shortcuts	
Here you can modify all of the above shortcuts, as well as many more!	

## # Also see

- Unreal Engine Blog: Designer's Guide to Shortcuts (www.unrealengine.com)
- Unreal Developer Community: Unexplored Shortcuts (dev.epicgames.com)
- Unreal Engine Editor Hotkey Cheat Sheet (uecasts.com)
- Unreal Engine Actor Snapping Shortcuts (unrealdirective.com)

## Top Cheatsheet

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