

# How to use this Cheat Sheet

Each of the shortcut lists is broken down by the lecture in which you will first see them. This means you don't need to worry about the shortcuts till you need them.

[Visual Studio Keyboard Shortcuts](#)

[Unreal Windows Keyboard Shortcuts](#)

[Unreal Mac Keyboard Shortcuts](#)

[Xcode Keyboard Shortcuts](#)

This document is a work in progress. Please leave comments with suggested shortcuts that we've missed.

## Visual Studio Keyboard Shortcuts

Function	Key / Mouse	Modifier			Where
<a href="#">Lecture 5: Intro to Visual Studio 2015 on PC</a>					
Build	F5		ctrl		Anywhere
Quick Actions (e.g. refactor)	+		ctrl		Editor
<a href="#">Lecture 18: Simplifying With Functions</a>					
Indent Right	Tab				Editor
Indent Left	Tab	⇧			Editor
<a href="#">Lecture 25: Including Our Own Header File</a>					
Find	F		ctrl		Editor
Find Next	Enter				Editor
Find and Replace	H		ctrl		Editor
<a href="#">Lecture 26: Instantiating Your Class</a>					
Go Back (in file history)	-		ctrl		Editor
Go Forward (in file history)	-	⇧	ctrl		Editor
<a href="#">Lecture 30: Pseudocode Programming</a>					
Find in Solution/Project	F	⇧	ctrl		Anywhere
<a href="#">Lecture 31: Using using for Type Aliases</a>					
Find and Replace in Solution	H	⇧	ctrl		Anywhere
<a href="#">Lecture 34: Debugging 101</a>					
Continue	F5				Debugger
<a href="#">Lecture 42: TMap and map Data Structures</a>					
Go To Definition	F12				Editor

# Unreal Windows Keyboard Shortcuts

Function	Key / Mouse	Modifier			Where
<a href="#">Lecture 56: Getting to Know Unreal's Editor</a>					
New Level	N		ctrl		Anywhere
Save As	S	⬆	ctrl		Anywhere
Focus (on selected object)	F				Viewport
Translate	W				Viewport
Rotate	E				Viewport
Scale	R				Viewport
Maximise Viewport	F11				Viewport
<a href="#">Lecture 62: Moving Objects With C++</a>					
Delete object	Del				World Outliner
<a href="#">Lecture 63: Laying Out Geometry</a>					
Move Camera with Object	Drag	⬆			Translating
Duplicate Object ( <b>Alternate</b> )	Drag			alt	Translating
Add Point Light	L + LMB	⬆			Viewport
<a href="#">Lecture 68: Using Collision Volumes</a>					
Edit Object	E		ctrl		World Outliner

## Unreal Mac Keyboard Shortcuts

Function	Key / Mouse	Modifier				Where
<a href="#">Lecture 56: Getting to Know Unreal's Editor</a>						
New Level	N				⌘	Anywhere
Save As	S	⇧			⌘	Anywhere
Focus (on selected object)	F					Viewport
Translate	W					Viewport
Rotate	E					Viewport
Scale	R					Viewport
Maximise Viewport	None					Viewport
<a href="#">Lecture 62: Moving Objects With C++</a>						
Delete object	⌘					World Outliner
<a href="#">Lecture 63: Laying Out Geometry</a>						
Move Camera with Object	Drag	⇧				Translating
Duplicate Object ( <b>A</b> lternate)	Drag		⬆			Translating
Add Point Light	L + LMB	⇧				Viewport
<a href="#">Lecture 68: Using Collision Volumes</a>						
Edit Object	E				⌘	World Outliner

# Xcode Keyboard Shortcuts

Function	Key / Mouse	Modifier				Where
<a href="#">Lecture 6: Intro to Xcode on MacOS</a>						
Open File in New Window	Double click					Project navigator
Open File in Current Tab	Left click					Project navigator
Build	B				⌘	Anywhere
Build and Run	R				⌘	Anywhere
<a href="#">Lecture 18: Simplifying With Functions</a>						
Indent Right	]				⌘	Editor
Indent Left	[				⌘	Editor
<a href="#">Lecture 25: Including Our Own Header File</a>						
Find	F				⌘	Editor
Find Next (Go to next)	G				⌘	Editor
Find and Replace	F			⌥	⌘	Editor
Open File in Assistant Editor	Left click			⌥		Project navigator
<a href="#">Lecture 26: Instantiating Your Class</a>						
Go Back (in file history)	←		⬆		⌘	Editor
Go Forward (in file history)	→		⬆		⌘	Editor
<a href="#">Lecture 30: Pseudocode Programming</a>						
Find in Project	F	⇧			⌘	Anywhere
<a href="#">Lecture 31: Using using for Type Aliases</a>						
Find and Replace in Project	F	⇧		⌥	⌘	Anywhere
<a href="#">Lecture 34: Debugging 101</a>						
(Yes) Continue	Y		⬆		⌘	Debugger
<a href="#">Lecture 58: Unreal's Class System</a>						
Toggle '.h' and '.cpp'	↑ or ↓		⬆		⌘	Editor

## [Lecture 59: Runtime Messages for Feedback](#)

Show Autocompletions	ESC					Editor
----------------------	-----	--	--	--	--	--------