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](#h.yd9zl9mjquda)

[Unreal Windows Keyboard Shortcuts](#h.81t0kx8z43cr)

[Unreal Mac Keyboard Shortcuts](#h.p60cy4o6foxc)

[Xcode Keyboard Shortcuts](#h.5psn0o8tt228)

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** |
| [**Lecture 5: Intro to Visual Studio 2015 on PC**](https://www.udemy.com/unrealcourse/learn/#/lecture/3929496) | | | | | |
| Build | **F5** |  | **ctrl** |  | Anywhere |
| Quick Actions (e.g. refactor) | **+** |  | **ctrl** |  | Editor |
| [**Lecture 18: Simplifying With Functions**](https://www.udemy.com/unrealcourse/learn/#/lecture/4288442) | | | | | |
| Indent Right | **Tab** |  |  |  | Editor |
| Indent Left | **Tab** | **⇧** |  |  | Editor |
| [**Lecture 25: Including Our Own Header File**](https://www.udemy.com/unrealcourse/learn/#/lecture/4303828) | | | | | |
| **F**ind | **F** |  | **ctrl** |  | Editor |
| Find Next | **Enter** |  |  |  | Editor |
| **F**ind and Replace | **H** |  | **ctrl** |  | Editor |
| [**Lecture 26: Instantiating Your Class**](https://www.udemy.com/unrealcourse/learn/#/lecture/4308424) | | | | | |
| Go Back (in file history) | **-** |  | **ctrl** |  | Editor |
| Go Forward (in file history) | **-** | **⇧** | **ctrl** |  | Editor |
| [**Lecture 30: Pseudocode Programming**](https://www.udemy.com/unrealcourse/learn/#/lecture/4332558) | | | | | |
| **F**ind in Solution/Project | **F** | **⇧** | **ctrl** |  | Anywhere |
| [**Lecture 31: Using using for Type Aliases**](https://www.udemy.com/unrealcourse/learn/#/lecture/4332784) | | | | | |
| **F**ind and Replace in Solution | **H** | **⇧** | **ctrl** |  | Anywhere |
| [**Lecture 34: Debugging 101**](https://www.udemy.com/unrealcourse/learn/#/lecture/4340686) | | | | | |
| Continue | **F5** |  |  |  | Debugger |
| [**Lecture 42: TMap and map Data Structures**](https://www.udemy.com/unrealcourse/learn/#/lecture/4364858) | | | | | |
| Go To Definition | **F12** |  |  |  | Editor |

# **Unreal Windows** Keyboard Shortcuts

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Function** | **Key / Mouse** | **Modifier** | | | **Where** |
| [**Lecture 56: Getting to Know Unreal’s Editor**](https://www.udemy.com/unrealcourse/learn/#/lecture/4575736) | | | | | |
| **N**ew Level | **N** |  | **ctrl** |  | Anywhere |
| **S**ave As | **S** | **⇧** | **ctrl** |  | Anywhere |
| **F**ocus (on selected object) | **F** |  |  |  | Viewport |
| Translate | **W** |  |  |  | Viewport |
| Rotate | **E** |  |  |  | Viewport |
| Scale | **R** |  |  |  | Viewport |
| Maximise Viewport | **F11** |  |  |  | Viewport |
| [**Lecture 62: Moving Objects With C++**](https://www.udemy.com/unrealcourse/learn/#/lecture/4606780) | | | | | |
| Delete object | **Del** |  |  |  | World Outliner |
| [**Lecture 63: Laying Out Geometry**](https://www.udemy.com/unrealcourse/learn/#/lecture/4613860) | | | | | |
| Move Camera with Object | Drag | **⇧** |  |  | Translating |
| Duplicate Object (**Alt**ernate) | Drag |  |  | **alt** | Translating |
| Add Point **L**ight | **L** + LMB | **⇧** |  |  | Viewport |
| [**Lecture 68: Using Collision Volumes**](https://www.udemy.com/unrealcourse/learn/#/lecture/4627300) | | | | | |
| **E**dit Object | **E** |  | **ctrl** |  | World Outliner |

# **Unreal Mac** Keyboard Shortcuts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Function** | **Key / Mouse** | **Modifier** | | | | **Where** |
| [**Lecture 56: Getting to Know Unreal’s Editor**](https://www.udemy.com/unrealcourse/learn/#/lecture/4575736) | | | | | | |
| **N**ew Level | **N** |  |  |  | **⌘** | Anywhere |
| **S**ave As | **S** | **⇧** |  |  | **⌘** | Anywhere |
| **F**ocus (on selected object) | **F** |  |  |  |  | Viewport |
| Translate | **W** |  |  |  |  | Viewport |
| Rotate | **E** |  |  |  |  | Viewport |
| Scale | **R** |  |  |  |  | Viewport |
| Maximise Viewport | **None** |  |  |  |  | Viewport |
| [**Lecture 62: Moving Objects With C++**](https://www.udemy.com/unrealcourse/learn/#/lecture/4606780) | | | | | | |
| Delete object | **⌫** |  |  |  |  | World Outliner |
| [**Lecture 63: Laying Out Geometry**](https://www.udemy.com/unrealcourse/learn/#/lecture/4613860) | | | | | | |
| Move Camera with Object | Drag | **⇧** |  |  |  | Translating |
| Duplicate Object (**Alt**ernate) | Drag |  | **⌃** |  |  | Translating |
| Add Point **L**ight | **L** + LMB | **⇧** |  |  |  | Viewport |
| [**Lecture 68: Using Collision Volumes**](https://www.udemy.com/unrealcourse/learn/#/lecture/4627300) | | | | | | |
| **E**dit Object | **E** |  |  |  | **⌘** | World Outliner |

# **Xcode** Keyboard Shortcuts

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Function** | **Key / Mouse** | **Modifier** | | | | **Where** |
| [**Lecture 6: Intro to Xcode on MacOS**](https://www.udemy.com/unrealcourse/learn/#/lecture/4190184) | | | | | | |
| Open File in New Window | **Double click** |  |  |  |  | Project navigator |
| Open File in Current Tab | **Left click** |  |  |  |  | Project navigator |
| **B**uild | **B** |  |  |  | **⌘** | Anywhere |
| Build and **R**un | **R** |  |  |  | **⌘** | Anywhere |
| [**Lecture 18: Simplifying With Functions**](https://www.udemy.com/unrealcourse/learn/#/lecture/4288442) | | | | | | |
| Indent Right | **]** |  |  |  | **⌘** | Editor |
| Indent Left | **[** |  |  |  | **⌘** | Editor |
| [**Lecture 25: Including Our Own Header File**](https://www.udemy.com/unrealcourse/learn/#/lecture/4303828) | | | | | | |
| **F**ind | **F** |  |  |  | **⌘** | Editor |
| Find Next (**G**o to next) | **G** |  |  |  | **⌘** | Editor |
| **F**ind and Replace | **F** |  |  | **⌥** | **⌘** | Editor |
| Open File in Assistant Editor | **Left click** |  |  | **⌥** |  | Project navigator |
| [**Lecture 26: Instantiating Your Class**](https://www.udemy.com/unrealcourse/learn/#/lecture/4308424) | | | | | | |
| Go Back (in file history) | **←** |  | **⌃** |  | **⌘** | Editor |
| Go Forward (in file history) | **→** |  | **⌃** |  | **⌘** | Editor |
| [**Lecture 30: Pseudocode Programming**](https://www.udemy.com/unrealcourse/learn/#/lecture/4332558) | | | | | | |
| **F**ind in Project | **F** | **⇧** |  |  | **⌘** | Anywhere |
| [**Lecture 31: Using using for Type Aliases**](https://www.udemy.com/unrealcourse/learn/#/lecture/4332784) | | | | | | |
| **F**ind and Replace in Project | **F** | **⇧** |  | **⌥** | **⌘** | Anywhere |
| [**Lecture 34: Debugging 101**](https://www.udemy.com/unrealcourse/learn/#/lecture/4340686) | | | | | | |
| (**Y**es) Continue | **Y** |  | **⌃** |  | **⌘** | Debugger |
| [**Lecture 58: Unreal’s Class System**](https://www.udemy.com/unrealcourse/learn/#/lecture/4583826) | | | | | | |
| Toggle ‘.h’ and ‘.cpp’ | **↑ or ↓** |  | **⌃** |  | **⌘** | Editor |
| [**Lecture 59: Runtime Messages for Feedback**](https://www.udemy.com/unrealcourse/learn/#/lecture/4584138) | | | | | | |
| Show Autocompletions | **ESC** |  |  |  |  | Editor |