

# Unreal Engine 4 Keyboards Hotkeys

Navigation	Keys
Movement - Standard	LMB/RMB + Drag
Movement – Game Style	RMB + WASD
Movement - Maya	Alt + LMB/RMB
Zoom	Mouse Wheel

Transformation	Keys
Translate	W
Rotate	E
Scale	R
Toggle Transform mode	Space-bar
Clone Active objects	ALT+ (Translate or Rotate)
Vertex Snapping	V

View-port	Keys
Focus on Selection	F
Wire-frame View	Alt + 2
Unlit	Alt + 3
Lit	Alt + 4
Grid Size Increase	Shift + [
Grid Size Decrease	Shift + ]

Common	Keys
Copy	Ctrl + C
Cute	Ctrl + X
Paste	Ctrl + V
Duplicate	Ctrl + W
Delete	Delete
Undo	Ctrl + Z
Redo	Ctrl + Y
Select All	Ctrl + A
Rename	F2

MB – mouse buttons

MMB – middle mouse buttons

LMB – left mouse buttons

RMB – right mouse button

Level Editor	Keys
Hide selected object	H
Un hide selected object	Ctrl + H
Full-screen	Shift + F11
Immersive Mode	F11
Game View	G
Find in Blueprint	Ctrl + K
Snap to Floor	End
Snap Pivot to Floor	Alt + End
Snap Origin to Grid	Ctrl + End
Snap Bounds to Floor	Shift + End
Open Console	~
Clear Selection	ESC
Find in Content Browser	Ctrl + B

Modes	Keys
Placement	Shift + 1
Paint	Shift + 2
Landscape	Shift + 3
Foliage	Shift + 4
Geometry Editing	Shift + 5

Camera	Keys
Perspective View	Alt + G
Front View	Alt + H
Side View	Alt + K
Top View	Alt + J
Set Camera Bookmark	Ctrl + 0 - 9
Go to Camera Bookmark	0 - 9

Play World	Keys
Play	Alt + P
Possess or Eject Player	F8
Pause	Pause

# Unreal Engine 4 Blueprint Editor Cheat Sheet

Graph Actions	Keys
Graph action menu	Right-Click on graph

Selection	Keys
Select node	Click on a node
Add to selection	Shift+Click on a node
Toggle selection	Ctrl+Click on a node
Marquee select (replace)	LMB Drag
Marquee select (add)	Shift+Drag
Marquee select (remove)	Ctrl+Drag

Navigation	Keys
Pan the graph	RMB Drag
Zoom to fit selection	Home
Zoom in/out	Mouse wheel up/down
Zoom in/out	Hold LMB+RMB and drag
Zoom in beyond 1:1	Ctrl + Zoom in
Go into child graph	Page Down
Go to parent graph	Page Up

Generic commands	Keys
Find in Content Browser	Ctrl + B
Save blueprint	Ctrl + S
Redo	Ctrl + Y
Undo	Ctrl + Z
Find in this blueprint	Ctrl + F
Find in any blueprint	Ctrl + Shift + F
Compile the blueprint	F7

Node Actions	Keys
Node-specific context menu	Right-Click on node
Go to associated node/graph	Double-Click on node
Move nodes	LMB Drag on a node
Move selected nodes	Arrow keys
Delete selected nodes	Delete
Rename node / edit comment	Click on title
Rename node / edit comment	F2
Toggle breakpoint	F9
Clear all breakpoints	Ctrl+Shift+F9
Cut selection	Ctrl + X
Copy selection	Ctrl + C
Paste nodes	Ctrl + V
Duplicate selection	Ctrl + W
Add a comment to selection	C

Creation Shortcuts	Keys
Array Get node	A + Click
Branch node	B + Click
Comment box node	C
Delay node	D + Click
Sequence node	S + Click
Gate node	G + Click
For-Each loop node	F + Click
Multi-gate node	M + Click
Do N times node	N + Click
Do Once node	O + Click
Begin Play event	P + Click

Pin Actions	Keys
Pin-specific context menu	Right-click on pin
Emphasize connected wires	Hover over pin
Connect to another pin	Click+Drag to pin
Filtered action menu for pin	Click+Drag to graph
Break all connections	Alt+Click on pin
Move all connections	Ctrl+LMB Drag to pin

Variable Actions	Keys
Get/Set as appropriate	Drag to compatible pin
Get/Set (via Menu)	Drag to graph
Get Variable	Ctrl+Drag to graph
Set Variable	Alt+Drag to graph
Change existing node	Drag to edge of Get/Set
Change category/reorder	Drag inside My Blueprint