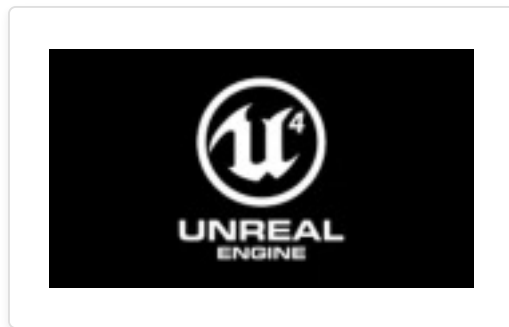


Unreal Engine Keyboard Shortcuts For Windows – A Complete Guide

July 25, 2020 by Evelyn Bernd

Unreal Engine Shortcuts:



[Unreal Engine](#) is a combination of development tools. Anyone can work with real-time technology with this. Here we come up with the set of shortcut keys to make your work simpler.





















UNREAL ENGINE





Last updated on [Aug 4, 2020](#).

Viewport Navigation Shortcuts:




| Shortcut | Function |
|---|------------------------------|
|  +  | For Standard Movement |


| Shortcut | Function |
|---|--------------------------------|
|  +  or  +  or  +  or  +  or  +  or  +  | For Game-style Movement |
|  +  +  or  +  +  | For the Maya Movement |

System-Wide Shortcuts:










| Shortcut | Function |
|---|--|
|  +  | Used to Find in Content Browser |
|  | It is Used to Open Console |
|  | Helps to Open documentation |

Transformation Selection Shortcuts:











| Shortcut | Function |
|---|--------------------------|
|  | Used to Translate |
|  | For Rotate |
|  | Used to Scale |

| Shortcut | Function |
|---|-------------------------------|
|  | Move to Next transform |


Common Commands Shortcuts:





| Shortcut | Function |
|---|---------------------------|
|  | Copy |
|  | Cut |
|  | Paste |
|  | Duplicate |
|  | Delete |
|  | Undo Option |
|  | Redo Option |
|  | Used to Select All |
|  | Rename Option |

Viewport Commands Shortcuts:




| Shortcut | Function |
|---|---|
|  | Enable Lit view mode |
|  | It will Unlit view mode |
|  | Enable Wireframe view mode |
|  | Used to Focus on selection |
|  | Used in Grid size decrement |
|  | This shortcut used for Grid size increment |
|  | Show Perspective view |
|  | Front view |
|  | Side view |
|  | Top view |

Modes Shortcuts:



| Shortcut | Function |
|---|------------------|
|  | Placement |














| Shortcut | Function |
|---|----------------------------------|
|  | Paint |
|  | Landscape |
|  | Foliage |
|  | Used for Geometry editing |








Play World Shortcuts:

| Shortcut | Function |
|---|--|
|  | Play world |
|  | Used to Possess or eject the player |
|  | Pause the movements |

Level Editor Shortcuts:

| Shortcut | Function |
|---|--|
|  | Used to Select all adjacent floor surfaces |
|  | Select all adjacent slant surfaces |

| Shortcut | Function |
|---|---|
|  | It will Select all adjacent surfaces |
|  | Select all adjacent wall surfaces |
|  | It is Used to Select all coplanar surfaces |
|  | This shortcut will Snap bounds to floor |
|  | Used to Snap origin to grid |
|  | Snap pivot to floor |
|  | It will Snap to the floor |
|  | Find in blueprint |
|  | Enable Game View |
|  | Show Fullscreen |
|  | Enable Immersive mode |
|  | Used to Jump to bookmark |
|  | It is Used to Set bookmark |

| Shortcut | Function |
|---|---|
|  | Show navigation mesh |
|  | Save All |
|  | Measure tool for orthographic only |
|  | Show Context menu |
|  | Click transform to Duplicate & transform |
|  | It will Hide selected object |
|  | Used to Unhide all hidden objects |

In this article, you can easily understand the **Unreal Engine shortcut keys**. If you feel this article is useful to you, leave your **feedback** in the comment section.

 Developer Tools shortcut, Shortcuts for Unreal Engine

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| | | | | |
|---|---|---|---|---|
| A | B | C | D | E |
| F | G | H | I | J |
| K | L | M | N | O |
| P | Q | R | S | T |

| | | | | |
|---|---|---|---|---|
| U | V | W | X | Y |
| Z | | | | |

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