



# UNREAL ACADEMY

## UNREAL ENGINE HOTKEYS

### GENERIC BLUEPRINT HOTKEYS

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

### BLUEPRINT EDITOR CREATION HOTKEYS

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
BeginPlay event	P+Click

### BLUEPRINT EDITOR NAVIGATION HOTKEYS

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	PageDn
Go to parent graph	PageUp

### VARIABLE ACTIONS (MY BLUEPRINT)

Get/Set as appropriate	Drag to compatible pin
Set/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

### MATERIAL EDITOR CREATION HOTKEYS

Constant	1+Click
Constant2Vector	2+Click
Constant3Vector	3+Click
Constant4Vector	4+Click
Panner	P+Click
TextureCoordinate	U+Click
MaterialFunctionCall	F+Click
Add	A+Click
Divide	D+Click
Multiply	M+Click
OneMinus	O+Click
Power	E+Click
ScalarParameter	S+Click
VectorParameter	V+Click
TextureSample	T+Click
LinearInterpolate	L+Click

### LEVEL EDITOR HOTKEYS

Game View	G
Full Screen	Shift+F11
Immersive Mode	F11
Jump to Bookmark	0-9
Set Bookmark	Ctrl+0-9
Show Nav Mesh	P
Save All	Ctrl+Shift+S
Measure Tool (Orthographic Only)	MMB+Drag
Context Menu	RMB
Duplicate & Transform	Alt+Trans
Hide Selected Object	H
Unhide All Hidden Objects	Ctrl+H
Snap to Floor	End
Play	Alt+P
Possess or Eject Player	F8
Pause	Pause
Focus on Selection	F
Find in Content Browser	Ctrl+B
Zoom	Scroll-wheel
Next Transform	Space Bar
Rename	F2