



Unreal Engine 5.0 (early access) cheat sheet

Advanced Preview Scene

I	Toggle environment visibility
O	Toggle floor visibility
P	Toggle post processing

Asset Editor

Ctrl + S	Save
Ctrl + Alt + S	Save as...

Asset Loading Insights

Ctrl + T	Toggle the visibility of the main Timing view
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Asset Management

Alt + Shift + A	Audit assets...
Ctrl + F	Find objects
Alt + Shift + R	Reference viewer...
Ctrl + Alt + Shift + S	Shader cook statistics...
Alt + Shift + M	Size map...
Home	Zoom to fit

Cloth Painter - Fill Tool

Enter	Apply gradient
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Common

Ctrl + Shift + R	Record all recordings
Ctrl + Shift + S	Stop all recordings

Common Commands

Ctrl + C	Copy
Ctrl + X	Cut
Del or Backspace	Delete
Ctrl + W	Duplicate
Ctrl + V	Paste
Ctrl + Y	Redo
F2	Rename
Ctrl + A	Select all
Ctrl + Z	Undo

Common Designer Commands

W	Layout transform mode
E	Render transform mode
L	Respect locks
G	Show outlines

Common Viewport Commands

Alt + Shift + H	Back
Alt + Shift + J	Bottom
Alt + 2	Brush wireframe view mode
Space	Cycle between translate, rotate and scale
Ctrl + `	Cycle transform coordinate system
Alt + 5	Detail lighting view mode
Alt +]	Expand transform widget
F	Focus selected
Alt + H	Front
[	Grid size (position): Decrement
]	Grid size (position): Increment
Shift + [	Grid size (rotation): Decrement
Shift +]	Grid size (rotation): Increment
Tab	In-viewport context menu
Alt + K	Switch viewport to left view
Alt + Shift + K	Switch viewport to right view
Alt + 7	Light complexity view mode
Alt + 6	Lighting only view mode
Alt + 0	Lightmap density view mode
Alt + 4	Lit view mode
Ctrl + Shift + Space	Next - Rotate through each view options
Alt + G	Perspective
Ctrl + R	Realtime
E	Rotate mode
R	Scale mode
F9	Screen capture
Q	Select mode
Alt + 8	Shader complexity view mode
Ctrl + Shift + H	Show FPS

Shift + L	Show stats
Alt + [	Shrink transform widget
Alt + J	Switch the viewport to top view
W	Translate mode
Alt + 3	Unit view mode

Content Browser

Ctrl + Shift + N	Create new folder
Enter	Open assets or folders
Space	Preview assets
Ctrl + Shift + S	Save all
Ctrl + S	Save selected asset

Curve Editor

Middle click or Enter	Add key
1	Auto
3	Break
5	Constant
Q	Deactivate tool
Ctrl + D	Deselect keys
F	Fit
A	Fit all
6	Flatten
Ctrl + Up arrow	Jump to end
Up arrow	Jump to start
4	Linear interpolation
Left arrow	Step backward
Right arrow	Step forward
.	Step to next key
,	Step to previous key
2	Cubic interpolation - User flat tangents
Ctrl + W	Weighted tangents

Curve Editor Tools

A	Focus playback range
Ctrl + M	Multi scale tool
Ctrl + E	Retime tool
Ctrl + T	Transform tool

Docking Tab Commands

Ctrl + F4	Close major tab
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Foliage Edit Mode

Ctrl + [	Decrease brush density
[	Decrease brush size
Ctrl + Shift + [	Decrease erase density
Ctrl +]	Increase brush density
]	Increase brush size
Ctrl + Shift +]	Increase erase density

Fracture

Ctrl + Shift + A	Select all bones in the GeometryCollection
Ctrl + Shift + D	None - Deselect all bones in the GeometryCollection
Shift + B	Colors - Toggle show bone colors
Shift + Q	ExplodeLess - Explode 10% less
Shift + E	ExplodeMore - Explode 10% more

Graph Editor

Shift + S	Align bottom
Alt + Shift + S	Align center
Shift + A	Align left
Alt + Shift + W	Align middle
Shift + D	Align right
Shift + W	Align top
C	Create comment
Shift + Del	Delete and reconnect exec pins
Alt + Shift + F	Find references
Alt + G	Go to definition
Tab	Open create node menu
Shift + 0	Quick jump 0
Shift + 1	Quick jump 1
Shift + 2	Quick jump 2
Shift + 3	Quick jump 3
Shift + 4	Quick jump 4

Shift + 5	Quick jump 5
Shift + 6	Quick jump 6
Shift + 7	Quick jump 7
Shift + 8	Quick jump 8
Shift + 9	Quick jump 9
Ctrl + 0	Set quick jump 0
Ctrl + 1	Set quick jump 1
Ctrl + 2	Set quick jump 2
Ctrl + 3	Set quick jump 3
Ctrl + 4	Set quick jump 4
Ctrl + 5	Set quick jump 5
Ctrl + 6	Set quick jump 6
Ctrl + 7	Set quick jump 7
Ctrl + 8	Set quick jump 8
Ctrl + 9	Set quick jump 9
Q	Straighten connection(s)
F9	Toggle breakpoint
Num +	Zoom in
Num -	Zoom out

Groom Tools

Alt + S	Simulate hair
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Insights Command

Ctrl + D	Toggle display of debug info
Ctrl + L	Load profiler data from a trace file
Ctrl + O	Open Unreal Insights settings

Landscape Editor

[	Decrease brush size
]	Increase brush size

Layers

F2	Rename the selected layer
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Level Editor

Ctrl + Shift + G	Allow group selection
T	Allow translucent selection

Alt + A	Attach actor interactive
Alt + B	Attach selected actors
Ctrl + Page Up	Bring selection forward an snap layer
Ctrl + Shift + Page Up	Bring selection to the front snap layer
Ctrl + Shift + ;	Build lighting - Only precomputes lighting (all levels)

Note: This action is only available while Play in Editor is active, static lighting is disabled in projects settings or when previewing less than Shader Model 5.

Alt + N	Cycle navigation data drawn
F1	Documentation...
Ctrl + Shift + E or Ctrl + E	Edit asset
Ctrl + Shift + K	Enable actor snapping
Shift + F	Focus selected actors in all viewports
H	Hide selected
Alt + V	Hold to enable pivot vertex snapping
V	Hold to enable vertex snapping
Shift + Q	Invert surface selection
K	Keep simulation changes
M	Make selected actor's level the current level
Shift + M	Memorize surface selection
Ctrl + M	Move selection to the current level
Ctrl + N	New level...
Ctrl + Shift + F	Open Content Browser
Ctrl + O	Open level...
Alt + P	Place actors panel
Ctrl + Shift + ,	Profile GPU
Shift + R	Recall surface selection
Ctrl + Shift + ,	Recompile changed shaders
Ctrl + Alt + Shift + P	Recompile game code - Recompile and reloads C++ code for game systems on the fly
Ctrl + G	Regroup
Shift + G	Ungroup
Shift + /	Reset all particle systems

/	Reset selected particle systems
Ctrl + S	Save current level
Ctrl + Alt + S	Save current level as...
Ctrl + L	Select all actors in selected actor's layers
Ctrl + Shift + A	Select all actors of same class
Shift + U	Select all adjacent floor surfaces
Shift + Y	Select all adjacent slant surfaces
Shift + J	Select all adjacent surfaces
Shift + W	Select all adjacent wall surfaces
Ctrl + Shift + D	Select all descendants
Shift + S	Select all surfaces
Shift + E	Select all using selected static meshes (all actor types)
Ctrl + Alt + D	Select immediate children
Shift + B	Select matching brush
Shift + T	Select matching material
Alt + Page Up	Select next 2D layer
Alt + Page Down	Select previous 2D layer
Ctrl + Page Down	Send selection backward a snap layer
Ctrl + Shift + Page Down	Send selection to the back snap layer
F4	Show actor details
Ctrl + H	Show all actors
Shift + H	Show selected
Shift + End	Snap bottom center bounds to floor
Ctrl + End	Snap origin to feed
Alt + End	Snap pivot to floor
End	Snap to floor
Shift + X	Surface selection XOR
Shift + A	Surface selection AND
Shift + O	Surface selection OR
Shift + V	Toggle VR (virtual reality) mode
Esc	Unselect all

Level Editor Modes

Shift + 6	Brush editing
Shift + 3	Foliage

Shift + 5	Fracture
Shift + 2	Landscape
Shift + 4	Mesh paint
Shift + 1	Select

Level Viewports

Shift + \	Cycle preview mesh
Ctrl + K	Find in level script
G	Game view
\	(hold) Enable preview mesh
F11	Immersive mode
0	Jump to bookmark 0
1	Jump to bookmark 1
2	Jump to bookmark 2
3	Jump to bookmark 3
4	Jump to bookmark 4
5	Jump to bookmark 5
6	Jump to bookmark 6
7	Jump to bookmark 7
8	Jump to bookmark 8
9	Jump to bookmark 9
Ctrl + Shift + P	Pilot selected actor
Ctrl + 0	Set bookmark 0
Ctrl + 1	Set bookmark 1
Ctrl + 2	Set bookmark 2
Ctrl + 3	Set bookmark 3
Ctrl + 4	Set bookmark 4
Ctrl + 5	Set bookmark 5
Ctrl + 6	Set bookmark 6
Ctrl + 7	Set bookmark 7
Ctrl + 8	Set bookmark 8
Ctrl + 9	Set bookmark 9
Ctrl + Shift + T	Show toolbar
F10	Sidebar all tabs

Light Actor

Shift + P	Add key frame
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Main Frame

Shift + F11	Enable fullscreen
Ctrl + Shift + W	Open Widget Reflector
Ctrl + Shift + S	Save all

Material Editor

Shift + C	Create ComponentMask node
Space	Force refresh previews
Ctrl + F	Search - Find expressions and comments in the current Material

Memory Insights

Ctrl + I	Investigation
Ctrl + M	LLM tags
Ctrl + T	Timing

Mesh Painter

Ctrl + Shift + [	Decrease brush falloff
[	Decrease brush size
Ctrl + [	Decrease brush strength
Ctrl + Shift +]	Increase brush falloff
]	Increase brush radius
Ctrl +]	Increase brush strength

Mesh Painting Mode

Ctrl + Shift + C	Commit
N	Next LOD
.	Next texture
B	Previous LOD
,	Previous texture
X	Swap - Switches foreground and background colors used for Vertex Painting

Mesh Painting Tools

Ctrl + Shift + [	Decrease brush falloff
[	Decrease brush size
Ctrl + [	Decrease brush strength
Ctrl + Shift +]	Increase brush falloff
]	Increase brush size
Ctrl +]	Increase brush strength

Niagara Editor

Ctrl + O	Collapse to headers
Ctrl + F	Find
Space	Space
F	Zoom to fit
A	Zoom to fit all

Persona Common

Space	Play / Pause current animation
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Play World (PIE / SIE)

Shift + F1	Mouse control
Alt + P	Play
F8	Possess or eject player
Alt + S	Simulate
F11	Step into
Alt + Shift + F11	Step out
F10	Step over
Esc	Stop
Pause	Toggle Play / Pause

Sequencer

Ctrl + A	Add actors
Shift + E	Add rotation key
Shift + R	Add scale key
S	Add transform key
Shift + W	Add translation key
Shift + S	Auto scroll
Ctrl + T	Change time display format
Ctrl + G	Go to time...
Ctrl + Up arrow	Jump to end
Up arrow	Jump to start
Alt + Left arrow	Navigate backward
Alt + Right arrow	Navigate forward
Ctrl + Shift + V	Paste from history
K	Pause
Down arrow	Play forward
Ctrl + F	Quick tree search

Alt + R	Record selected actors
Home	Reset view range
Ctrl + R	Restore pre-animated state
Ctrl + [	Select all keys and sections backward
Ctrl +]	Select all keys and sections forward
[	Set start playback range
]	Set end playback range
Enter	Set key
1	Set key auto
3	Set key break
5	Set key constant
4	Set key linear
2	Set key user
End	Set playback range to all shots
O	Set selection end
Page Up	Set selection range to next shot
Page Down	Set selection range to previous shot
I	Set selection start
J	Set start playback range
L	Shuttle forward
Ctrl + /	Split section
Left arrow or Alt + ,	Step backward
Alt + . or Right arrow	Step forward
.	Step to next key
Ctrl + Shift + .	Step to next marked frame
Shift + .	Step to next shot
,	Step to previous key
Ctrl + Shift + ,	Step to previous marked frame
Shift + ,	Step to previous shot
M	Toggle mark
Space	Toggle play
Ctrl + M	Transform selection...
Ctrl + Left arrow	Translate left
Ctrl + Right arrow	Translate right
Alt + [	Trim or extend section left
Alt +]	Trim or extend section right

Ctrl + ,	Trim section left
Ctrl + .	Trim section right
=	Zoom into the view range
-	Zoom out of the view range
F	Zoom to fit

Show Flags Menu

Alt + C	Show collision
Alt + F	Show fog
Alt + L	Show landscape
Alt + R	Show light radius
P	Show navigation
Alt + O	Show volumes

Spline Component Visualizer

Shift + .	Add next spline point
Shift + ,	Add previous spline point
Shift + T	Clamped tangent
Del	Delete spline point
F	Focus selected
,	Select next spline point
.	Select previous spline point
Alt + Shift + P	Snap to actor
Shift + P	Snap to nearest spline point
T	Unclamped tangent

Standard Tool Commands

[	Decrease brush size
]	Increase brush size
Alt + W	Toggle wireframe

System Wide

Ctrl + B	Browse to asset
Ctrl + P or Alt + Shift + O	Open asset...
`	Open console command box
Ctrl + Space	Open content browser drawer
F1	Open documentation...
Cmd + Tab or Ctrl	Tab navigation

+ Tab

Timing Insights

Ctrl + F	Frames
Ctrl + G	Graph
L	Log
Ctrl + T	Timing

Viewport Navigation

S	Backward
Q	Down
W	Forward
C	FOV zoom in
Z	FOV zoom out
A	Left
D	Right
E	Up

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More information: defkey.com/az/unreal-engine-5-shortcuts

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