

Unreal Editor for Fortnite Creator Shortcuts

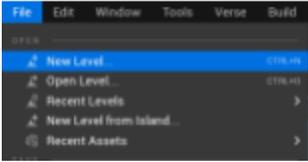
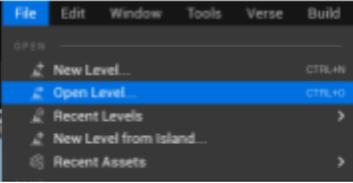
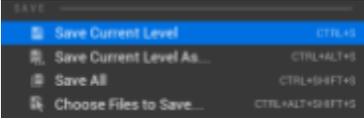
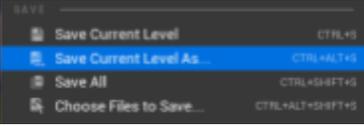
Object Transformation Tools

These are the tools you will use to move and resize objects on your Fornite island. You can cycle through these tools by pressing the spacebar. You can also select and use specific tools with the shortcuts listed below. Make sure you click in the Viewport before using these shortcuts.

<p>Object Selection Mode</p>		<p>Object Selection Mode allows you to select an object so you can work with it. Press “Q” to enter selection mode, then click the object to select it.</p>
<p>Translation Mode</p>		<p>Translation Mode allows you to move objects around on your island. Press “W” to access Translation Mode. When you select an object, you will see the gizmo and be able to use it to move the object.</p>
<p>Rotation Mode</p>		<p>Rotation Mode allows you to rotate objects along three axes. Press “E” to access Rotation Mode. When you select an object, you will see the gizmo and be able to use it to rotate the object.</p>
<p>Scaling Mode</p>		<p>Scaling mode allows you to scale objects as a whole or along a specific axis. Press “R” to access scaling mode. When you select an object, you will see the gizmo and be able to scale the object.</p>

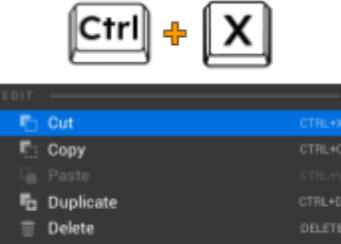
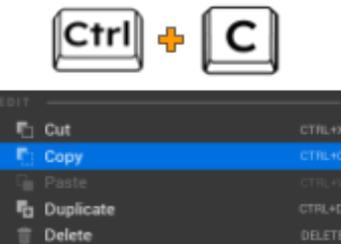
File Tab Shortcuts

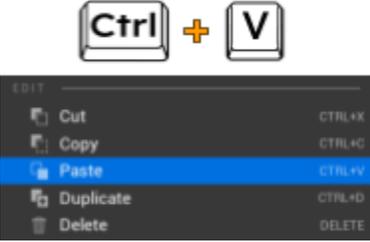
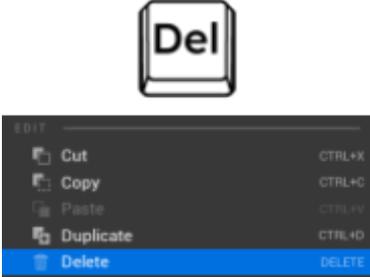
These are the shortcuts for commonly-used commands in the File tab. You can use these instead of navigating to the File tab in the top left corner of the UEFN interface.

<p>New Level</p>	 	<p>The New Level command allows you to open a new level for your project. When you call this command, a window will appear containing a list of island templates for you to select from. Press and hold the “CTRL” key and then press the “N” key to open this window.</p>
<p>Open Level</p>	 	<p>The Open Level command allows you to open a level in your project. If you have multiple islands in your project, you will use this command to open one of them. When you call this command, a new window will appear containing all of your saved islands. Press and hold the “CTRL” key and then press the “O” key to open this window.</p>
<p>Save Current Level</p>	 	<p>The Save Current Level command allows you to save the current level you are working in. Any unsaved progress you have made will be saved after calling this command. Press and hold the “CTRL” key and press the “S” key to save the current level.</p>
<p>Save Current Level As</p>	 	<p>The Save Current Level As command allows you to save the current level you are working on as well as rename it. A new window will appear which will allow you to give your island a name. Press and hold the “CTRL” key then press and hold the “ALT” key, and then press the “S” key to save the current level and give it a name.</p>

Editing Shortcuts

These are the common shortcuts for the commands in the Edit tab as well as other useful editing commands not listed in the Edit tab. You can use these instead of navigating to the Edit tab in the top left corner of UEFN.

Undo Last Action	 <p>The image shows the keyboard shortcut 'Ctrl + Z' with the 'Z' key highlighted in blue. Below it is a screenshot of the 'Edit' menu in UEFN. The menu items are: 'Undo Move Elements' (CTRL+Z), 'Redo (Nothing to redo)' (CTRL+Y), and 'Undo History'. The 'Undo Move Elements' option is highlighted in blue.</p>	<p>The Undo Last Action command allows you to quickly undo an action that might have been a mistake. For example, if you move an object to an undesired location, use the Undo Last Action command to revert it to its original place. Press and hold the "CTRL" key and press the "Z" key to undo the last action.</p>
Redo Last Action	 <p>The image shows the keyboard shortcut 'Ctrl + Y' with the 'Y' key highlighted in blue. Below it is a screenshot of the 'Edit' menu in UEFN. The menu items are: 'Undo Move Elements' (CTRL+Z), 'Redo Move Elements' (CTRL+Y), and 'Undo History'. The 'Redo Move Elements' option is highlighted in blue.</p>	<p>The Redo Last Action command allows you to quickly redo some action that you may have previously undone. For example, if you undo too many actions, you can use the redo last action to redo some of those actions. Press and hold the "CTRL" key and press the "Y" key to redo the last action.</p>
Cut	 <p>The image shows the keyboard shortcut 'Ctrl + X' with the 'X' key highlighted in blue. Below it is a screenshot of the 'Edit' menu in UEFN. The menu items are: 'Cut' (CTRL+X), 'Copy' (CTRL+C), 'Paste' (CTRL+V), 'Duplicate' (CTRL+D), and 'Delete' (DELETE). The 'Cut' option is highlighted in blue.</p>	<p>The Cut command allows you to quickly remove a selected object from your island. Select an object and use the Cut command to remove it. Press and hold the "CTRL" key and press the "X" key to remove the object.</p>
Copy	 <p>The image shows the keyboard shortcut 'Ctrl + C' with the 'C' key highlighted in blue. Below it is a screenshot of the 'Edit' menu in UEFN. The menu items are: 'Cut' (CTRL+X), 'Copy' (CTRL+C), 'Paste' (CTRL+V), 'Duplicate' (CTRL+D), and 'Delete' (DELETE). The 'Copy' option is highlighted in blue.</p>	<p>The Copy command allows you to copy an object to your virtual clipboard. You can later 'paste' this object into your island. Select an object and use the Copy command to copy it to your clipboard. Press and hold the "CTRL" key and press the "C" key to copy the object.</p>

<p style="text-align: center;">Paste</p>		<p>The Paste command allows you to paste an object copied to your clipboard into your island. By pasting an object, you are effectively duplicating the copied object. Press and hold the “CTRL” key and press the “V” key to paste the object into your island. You can paste an object multiple times if you wish to make multiple copies. Note that your new object may appear directly on top of the original - you can use the Translation tool to move the copy away from the original.</p>
<p style="text-align: center;">Delete</p>		<p>A quick shortcut to delete an object from your island is the “DELETE” key. If you wish to remove an object, select it and press the “DELETE” key to remove it from the island.</p>
<p style="text-align: center;">Select All</p>		<p>The Select All command allows you to select all of the objects in your island. To select all of the objects in your island, press and hold the “CTRL” key and press the “A” key.</p>
<p style="text-align: center;">Unselect All</p>		<p>The Unselect All command allows you to deselect all objects that you currently have selected. To unselect all objects that are currently selected, press the “ESCAPE” key.</p>
<p style="text-align: center;">Focus Selection</p>		<p>The Focus Selection command allows you to focus on a selected object by automatically moving the camera to view that object. In order to use the focus selection tool, select the specified object in the Outliner and press the “F” key to focus on it.</p>