Unreal Editor for Fortnite Movement

These are some reminders to help you move around and look around in the UEFN User Interface.

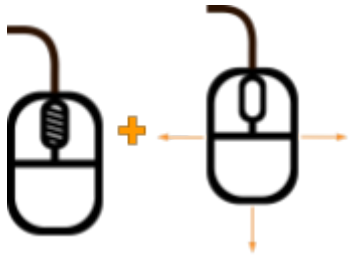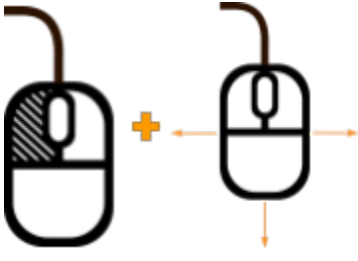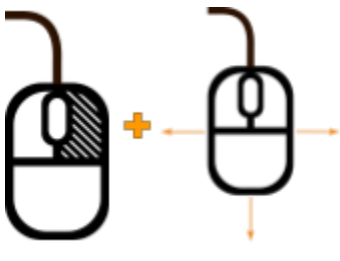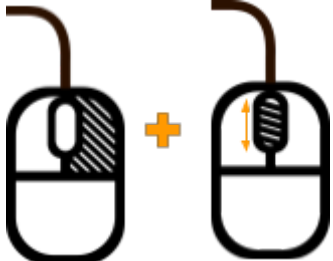|		
Forward	🖱️ + W	To move forward in UEFN, hold down the "Right Mouse Button" and hold the "W" key. You will move forward in the direction you are facing.
Backward	🖱️ + S	To move backward in UEFN, hold down the "Right Mouse Button" and hold the "S" key. You will move backward in the direction you are facing.
Right	🖱️ + D	To move to the right in UEFN, hold down the "Right Mouse Button" and hold the "D" key. You will move to the right relative to the direction you are facing.
Left	🖱️ + A	To move to the left in UEFN, hold down the "Right Mouse Button" and hold the "A" key. You will move to the left relative to the direction you are facing.
Up	🖱️ + E	To move up in UEFN, hold down the "Right Mouse Button" and hold the "E" key. You will move up relative to the direction you are facing.

Down		To move down in UEFN, hold down the "Right Mouse Button" and hold the "Q" key. You will move down relative to the direction you are facing.
Movement with Camera Lock		To move the camera without changing the orientation it is facing; i.e, keep it facing one direction, hold down the middle mouse button and drag the mouse.
Horizontal Look with Movement		To move the camera only in its current flat horizontal plane; i.e, stop any vertical movement, hold down the left mouse button and drag the mouse.
Look Around		To look around your island without moving the camera to a different location, hold down the right mouse button and drag the mouse.
Velocity Change		To change the velocity of your movement while you are navigating your island, hold down the right mouse button and scroll up on the scroll wheel to increase your velocity and scroll down to decrease your velocity.