Blueprint Editor Cheat Sheet v1

**Graph Actions**
- Graph action menu: Right-Click on graph

**Selection**
- Select node: Click on a node
- Add to selection: Shift+Click on a node
- Toggle selection: Ctrl+Click on a node
- Marquee select (replace): LMB Drag
- Marquee select (add): Shift+Drag
- Marquee select (remove): Ctrl+ Drag

**Navigation**
- Pan the graph: RMB Drag
- Zoom to fit selection: Home
- Zoom in/out: Mouse wheel up/down
- Zoom in beyond 1:1: Hold LMB+RMB and drag
- Go into child graph: PageDn
- Go to parent graph: PageUp

**Generic commands**
- 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

**Variable Actions (My Blueprint)**
- Get/Set as appropriate: Drag to compatible pin
- Get/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

**Node Actions**
- Node-specific context menu: Right-Click on node
- Go to associated node/graph: Double-Click on node
- Move nodes: LMB Drag on a node
- Move selected nodes: Arrow keys
- Delete selected nodes: Delete
- Rename node / edit comment: Click on title
- Toggle breakpoint: F2
- Clear all breakpoints: F9
- Cut selection: Ctrl + X
- Copy selection: Ctrl + C
- Paste nodes: Ctrl + V
- Duplicate selection: Ctrl + W
- Add a comment around selection: C

**Pin Actions**
- Pin-specific context menu: Hover over pin
- Connect to another pin: Click+Drag to pin
- Filtered action menu for pin: Click+Drag to graph
- Break all connections: Alt+Click on pin
- Move all connections: Ctrl+LMB Drag to pin

**Creation Shortcuts**
- 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