



Editor Navigation

Scene View Navigation

Alt + Left Click + Drag	Orbit around selected object or pivot point.
Alt + Middle Click + Drag	Pan the Scene View.
Alt + Right Click + Drag	Zoom the Scene View.
F	Focus on selected object in Scene View.
WASD + QE	Move camera in Scene View (similar to FPS control).
Shift + WASD + QE	Move camera faster in Scene View.
Ctrl/Cmd + Shift + F	Move the Scene View camera to align with the selected object.

Object Manipulation

W	Activate the Translate Tool.
E	Activate the Rotate Tool.
R	Activate the Scale Tool.
T	Activate the Rect Tool (for UI elements).
Y	Activate the Transform Tool (Combines Translate, Rotate, and Scale).
V	Vertex Snapping (hold while moving). Snaps to vertices of other objects.
Ctrl/C md + D	Duplicate selected object(s).

Asset Management

Ctrl/Cmd + Shift + N	Create a new folder in the Project window.
Ctrl/Cmd + R	Rename the selected asset.
Ctrl/Cmd + Shift + A	Reveal in Finder (macOS) or Explorer (Windows).
Ctrl/Cmd + 9	Open the Asset Store window.

Code and Scripting

Scripting Shortcuts

Ctrl/Cmd + Shift + Alt + C	Open C# Project in external editor (Visual Studio, VS Code).
Ctrl/Cmd + Shift + M	Create a new script.
Ctrl/Cmd + .	Quick Fixes / Refactorings (in external editor, if supported).

Debugging

Ctrl/Cmd + Shift + B	Set or remove a breakpoint in your script (in external editor).
Ctrl/Cmd + Shift + F5	Start debugging (in external editor).
Ctrl/Cmd + Shift + F11	Step into code (in external editor).
Ctrl/Cmd + Shift + F10	Step over code (in external editor).

Commonly Used Attributes

[SerializeField]	- Exposes a private variable in the Inspector.
[Range(min, max)]	- Creates a slider for numerical values in the Inspector.
[Tooltip("text")]	- Adds a tooltip to a variable in the Inspector.
[Header("header name")]	- Adds a header to group variables in the Inspector.
[Space(pixels)]	- Adds space between variables in the Inspector.
[HideInInspector]	- Hides public variable in the Inspector.

Build and Playback

Build Settings

Ctrl/Cmd + Shift + B	Open Build Settings window.
Ctrl/Cmd + B	Build the project with current settings.

Play Mode

Ctrl/Cmd + P	Enter or exit Play Mode.
Ctrl/Cmd + Shift + P	Play in maximized window.
Ctrl/Cmd + Alt + P	Pause Play Mode.
Ctrl/Cmd + Alt + Shift + P	Step one frame in Play Mode when paused.

Useful Console Commands

Debug.Log("message");	- Logs a message to the console.
Debug.LogError("error message");	- Logs an error message to the console.
Debug.LogWarning("warning message");	- Logs a warning message to the console.
Debug.Assert(condition, "message");	- Logs an error if the condition is false.

UI & Canvas

Canvas Manipulation

Ctrl/Cmd + Shift + A	Align selected UI element to the parent's anchor presets (requires Rect Tool).
Alt + Click (on UI element in hierarchy)	Expand/collapse all children.

UI Element Creation

GameObject > UI > ...	- Menu to create various UI elements like Button, Text, Image, etc.
Right-click on Canvas in Hierarchy > UI > ...	- Alternative way to create UI elements as children of the Canvas.

Anchors Presets

Use Anchor Presets in the Inspector to control how UI elements resize and reposition with different screen sizes.
Hold Shift to also set the pivot point.
Hold Ctrl/Cmd to also set the position.