

### GDevelop 5



#### General

Create a new project	Ctrl+Alt+N
Open project	Ctrl+O
Save project	Ctrl+S
Save project as...	Ctrl+Shift+S
Open recent project...	N/A
Close project	Ctrl+W
Close GDevelop	Ctrl+Q
Open command palette	Ctrl+P

IDE	
Open project manager	Ctrl+Alt+E
Open Scene...	Alt+S
Open external events...	Alt+V
Open external layout...	Alt+W
Open extension...	Alt+E
Show home	N/A
Open my profile	N/A
Open my games dashboard	N/A

Project	
Launch new preview	F4
Launch preview with debugger and profiler	F6
Launch network preview over WiFi/LAN	F8
Apply changes to the running preview	F5
Export game	Ctrl+S- hift+E
Open project properties	N/A
Edit loading screen	N/A
Edit global variables	N/A
Open project icons	N/A
Open project resources	N/A
Search/import extensions	N/A

Scene	
Open scene properties	S
Open scene variables	V
Toggle object panel	O
Toggle object groups panel	G
Toggle properties panel	P
Toggle instance list panel	I
Toggle layers panel	L
Rename the selected object	F2
Toggle mask	M
Toggle grid	Alt+G
Setup grid	Ctrl+Shift+G
Edit layer effects...	E
Edit layer...	T
Edit object...	Shift+E
Edit object behaviors...	N/A
Edit object effects...	N/A
Edit objects variables...	Shift+V
Edit object group...	Shift+G

Events	
Add a new empty event	Shift+A
Add a sub-event to the selected event	Shift+D
Add a comment	N/A
Toggle disabled event	D
Toggle inverted condition	J
Choose and add an event...	Shift+W
Open extension settings	N/A



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