

Mac Unity HotKeys

HOLD	+	Key	Function
------	---	-----	----------

File

	Cmd	N	New
	Cmd	O	Open
	Cmd	S	Save
Shift	Cmd	S	Save Scene as
Shift	Cmd	B	Build
	Cmd	B	Build and run

Edit

	Cmd	Z	Undo
Shift	Cmd	Z	Redo
	Cmd	X	Cut
	Cmd	C	Copy
	Cmd	V	Paste
	Cmd	D	Duplicate
	Shift	Del	Delete
		F	Frame (centre) selection
	Cmd	F	Find
	Cmd	A	Select All
	Cmd	P	Play
Shift	Cmd	P	Pause
Alt	Cmd	P	Step

Assets

	Cmd	R	Refresh
--	-----	----------	---------

Game Object

Shift	Cmd	N	New game object
Alt	Cmd	F	Move to view
Shift	Cmd	F	Align with view

Window

	Cmd	1	Scene
	Cmd	2	Game
	Cmd	3	Inspector
	Cmd	4	Hierarchy
	Cmd	5	Project
	Cmd	6	Animation
	Cmd	7	Profiler
	Cmd	9	Asset store
	Cmd	0	Asset server
Shift	Cmd	C	Console

HOLD	+	Key	Function
------	---	-----	----------

Tools

		Q	Pan
		W	Move
		E	Rotate
		R	Scale
		Z	Pivot Mode toggle
		X	Pivot Rotation Toggle
	Cmd	LMB	Snap
		V	Vertex Snap

Unity

	Cmd	,	Preferences
	Cmd	H	Hide Unity
Alt	Cmd	H	Hide others
	Cmd	Q	Quit Unity

Selection

Shift	Cmd	1	Load Selection 1
Shift	Cmd	2	Load Selection 2
Shift	Cmd	3	Load Selection 3
Shift	Cmd	4	Load Selection 4
Shift	Cmd	5	Load Selection 5
Shift	Cmd	6	Load Selection 6
Shift	Cmd	7	Load Selection 7
Shift	Cmd	8	Load Selection 8
Shift	Cmd	9	Load Selection 9
Alt	Cmd	1	Save Selection 1
Alt	Cmd	2	Save Selection 2
Alt	Cmd	3	Save Selection 3
Alt	Cmd	4	Save Selection 4
Alt	Cmd	5	Save Selection 5
Alt	Cmd	6	Save Selection 6
Alt	Cmd	7	Save Selection 7
Alt	Cmd	8	Save Selection 8
Alt	Cmd	9	Save Selection 9

Animation (These hotkeys only work in the Animation window)

Shift		,	First Keyframe
Shift		K	Key Modified
		K	Key Selected
Shift		.	Last Keyframe
		.	Next Frame
Alt		.	Next Keyframe
Space			Play Animation
		,	Previous Frame
Alt		,	Previous Keyframe