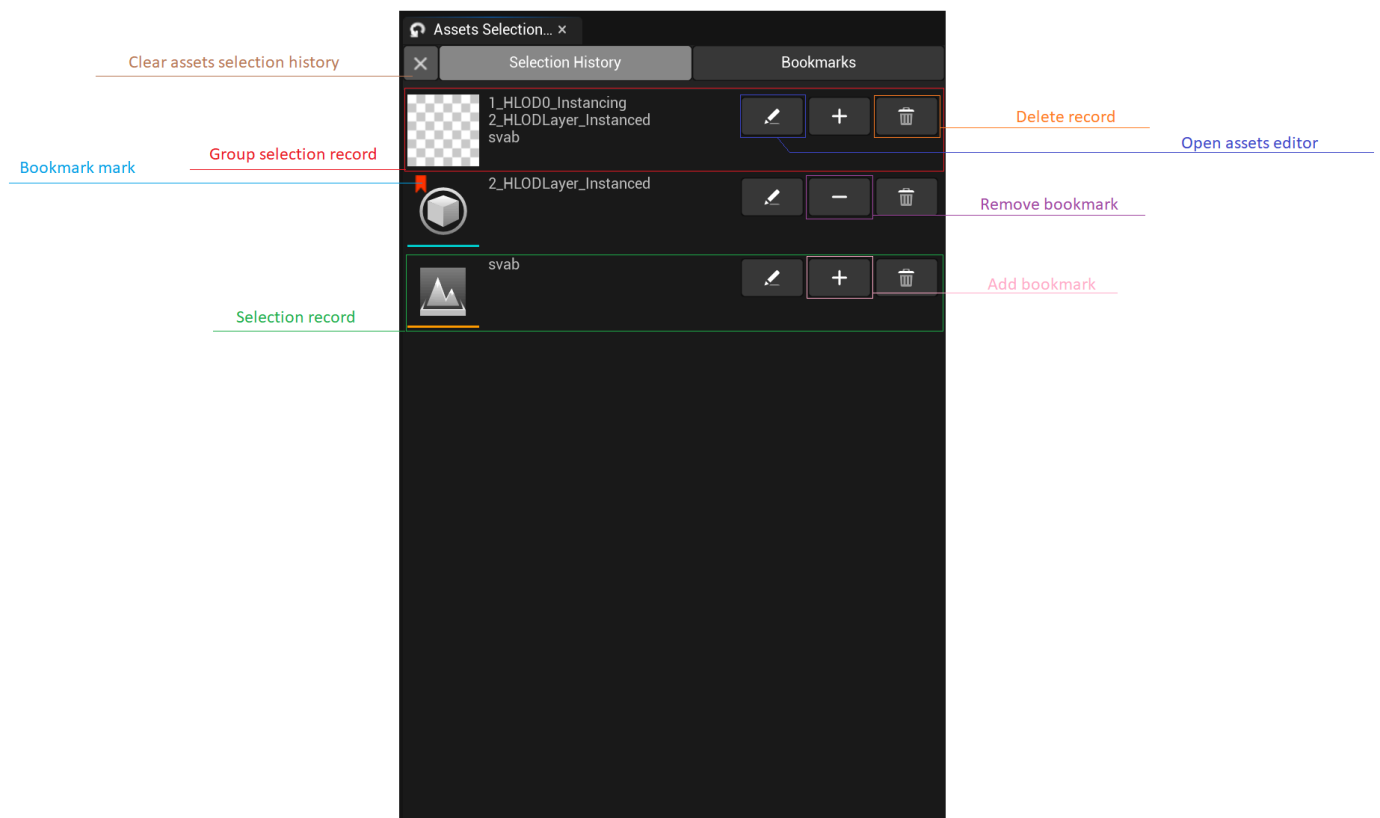# Selection History

The Selection History plugin for Unreal Engine 5 enhances your project management by providing a detailed record of asset and actor selections. This tool simplifies navigation through your selection history, allowing you to quickly reselect, edit, and delete past selections. A selection record can contain multiple entries, making it easy to manage grouped selections. One of the standout features is the ability to add bookmarks, which enable you to save important records and easily access them across multiple sessions of Unreal Engine. The plugin also includes a fast and intuitive UI and supports customizable keyboard shortcuts to streamline your workflow.

Assets Selection History
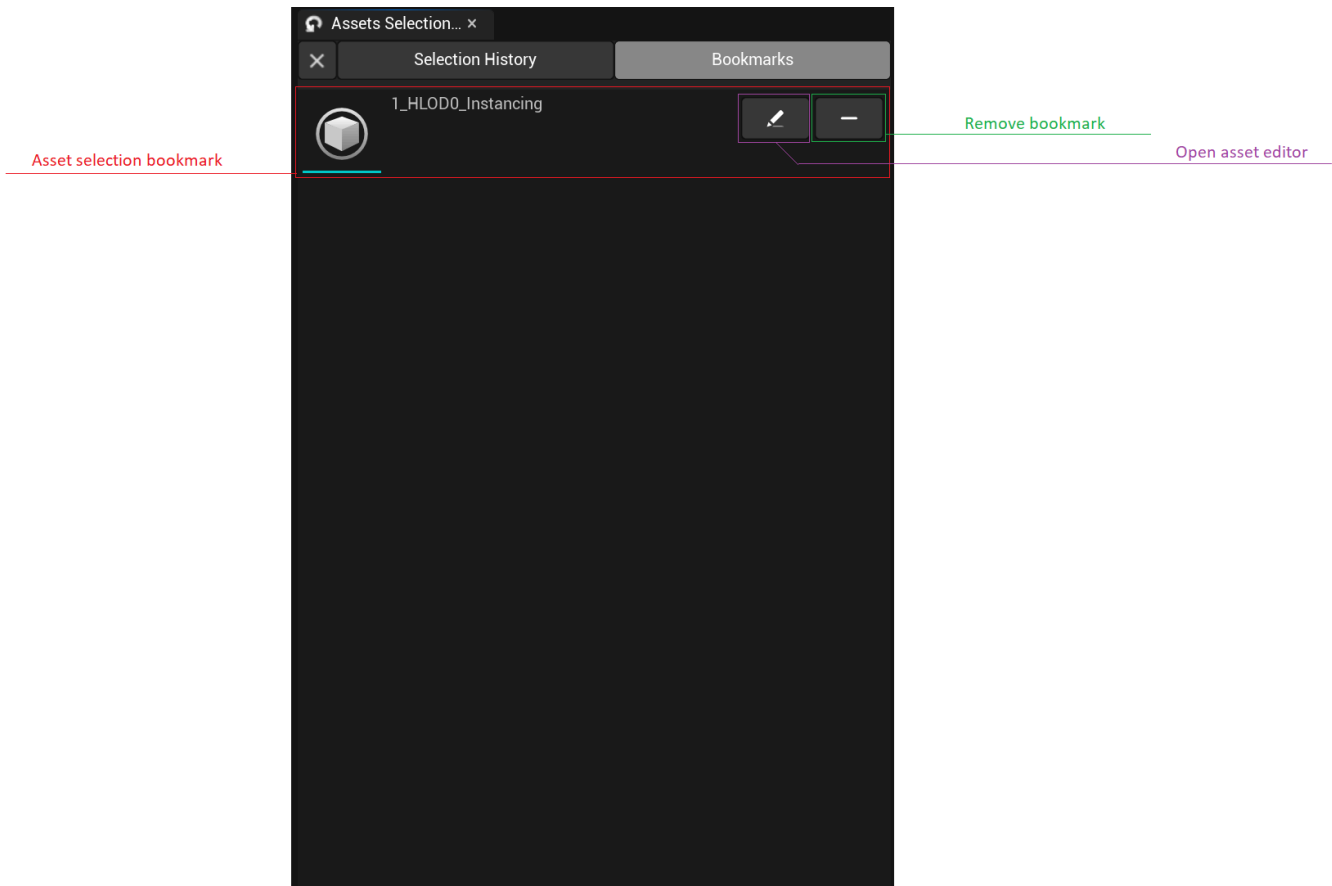*Tools > Assets Selection History*

- **Selection record** feature allows you to select and focus assets browser to asset from your selection history. To do this, simply click on a record in the history UI.

- **Group selection record** feature allows you to select and focus assets browser to assets from your selection history. To do this, simply click on a record in the history UI. To make a group record select a few assets with "Shift" or "Ctrl" selection.

- **Open asset editor** feature allows you to open assets which have been recorded to edit. To do this, simply click on the "Open assets editor" button.

- **Clear assets selection history** feature allows you to remove all records from selection history. To do this, simply click on the "Clear assets selection history" button.

- **Delete record** feature allows you to remove a single selection record from history. To do this, simply click on the "Delete record" button

- **Add bookmark** feature allows you to add a single selection record from history to the bookmark list. Bookmarks are available across multiple sessions of Unreal Engine. Records which have been added to bookmarks have a bookmark mark sign. To do this, simply click on the "Add bookmark" button

- **Remove bookmark** feature allows you to remove a single selection record from bookmarks. To do this, simply click on the "Remove bookmark" button

Assets Selection Bookmarks

Selection bookmarks against selection history records are available across multiple sessions of Unreal Engine. It saves to user configs.

- **Selection record** feature allows you to select and focus assets browser to asset from your bookmarks. To do this, simply click on a record in the bookmarks UI.

- **Open asset editor** feature allows you to open assets which have been recorded to edit. To do this, simply click on the "Open assets editor" button.

- **Remove bookmark** feature allows you to remove a single selection record from bookmarks. To do this, simply click on the "Remove bookmark" button

- **Bookmark rename** feature allows you to rename a bookmark. To do this, simply double click on the name of the bookmark.

Assets Selection Fast UI

The Assets Selection Fast UI is a pop-up version of the selection history. This UI is similar to the full version, allowing users to navigate through both selection history and bookmarks. To open it, simply use the hotkey "Shift+Space". Once the hotkey is pressed, the pop-up appears near the cursor position. To open the bookmarks panel, press the "Shift+B" hotkey. Both hotkeys can be customized in the editor settings.

- **Selection record** feature allows you to select and focus assets browser to asset from your bookmarks. To do this, simply click on a record in the pop up.

- **Open asset editor** feature allows you to open assets which have been recorded to edit. To do this, simply click +Alt on a record in the pop up.

- **Add/Remove bookmark** feature allows you to remove and add a single selection record to bookmarks. To do this, simply click hover a record in the pop up and press B.

Actors Selection History
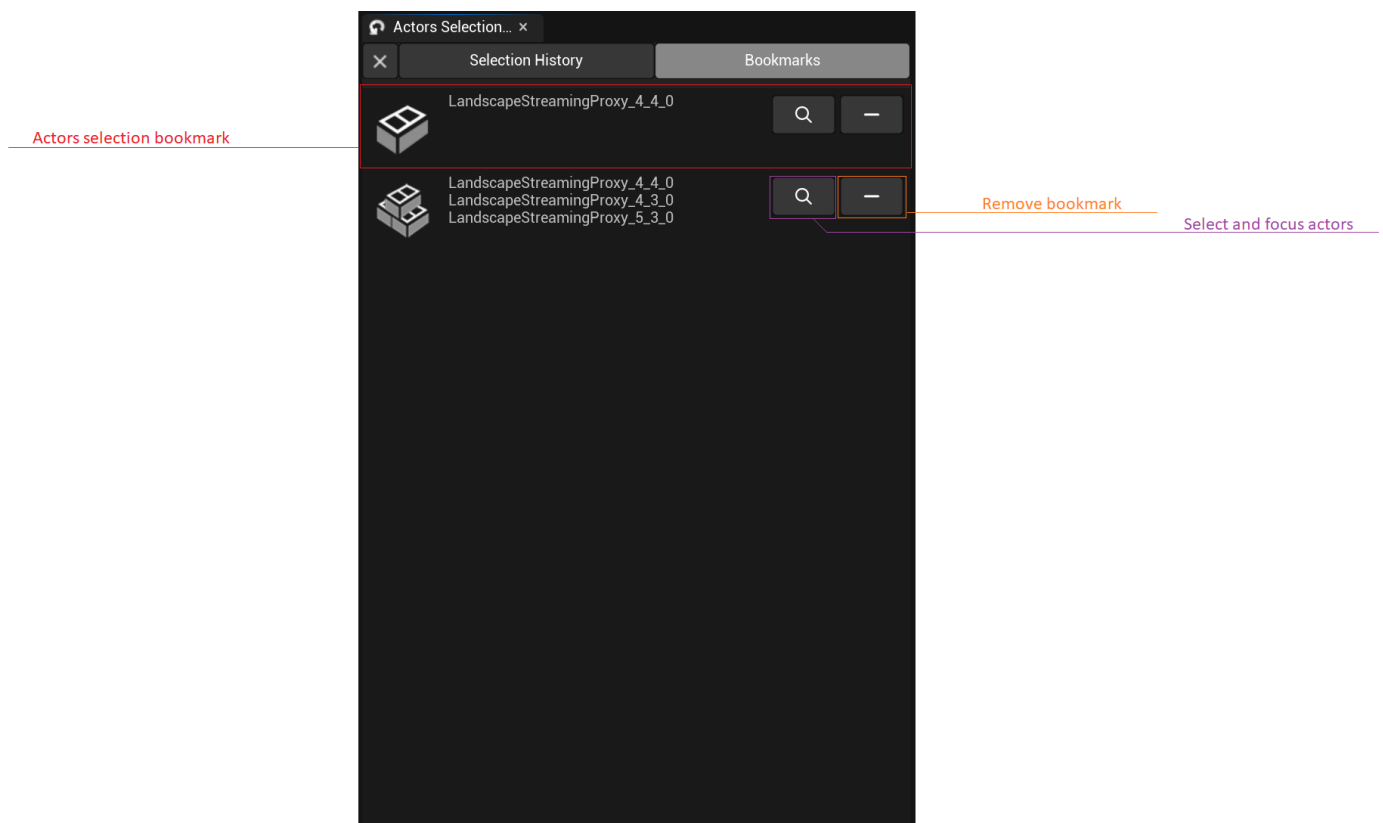
Tools > Actors Selection History
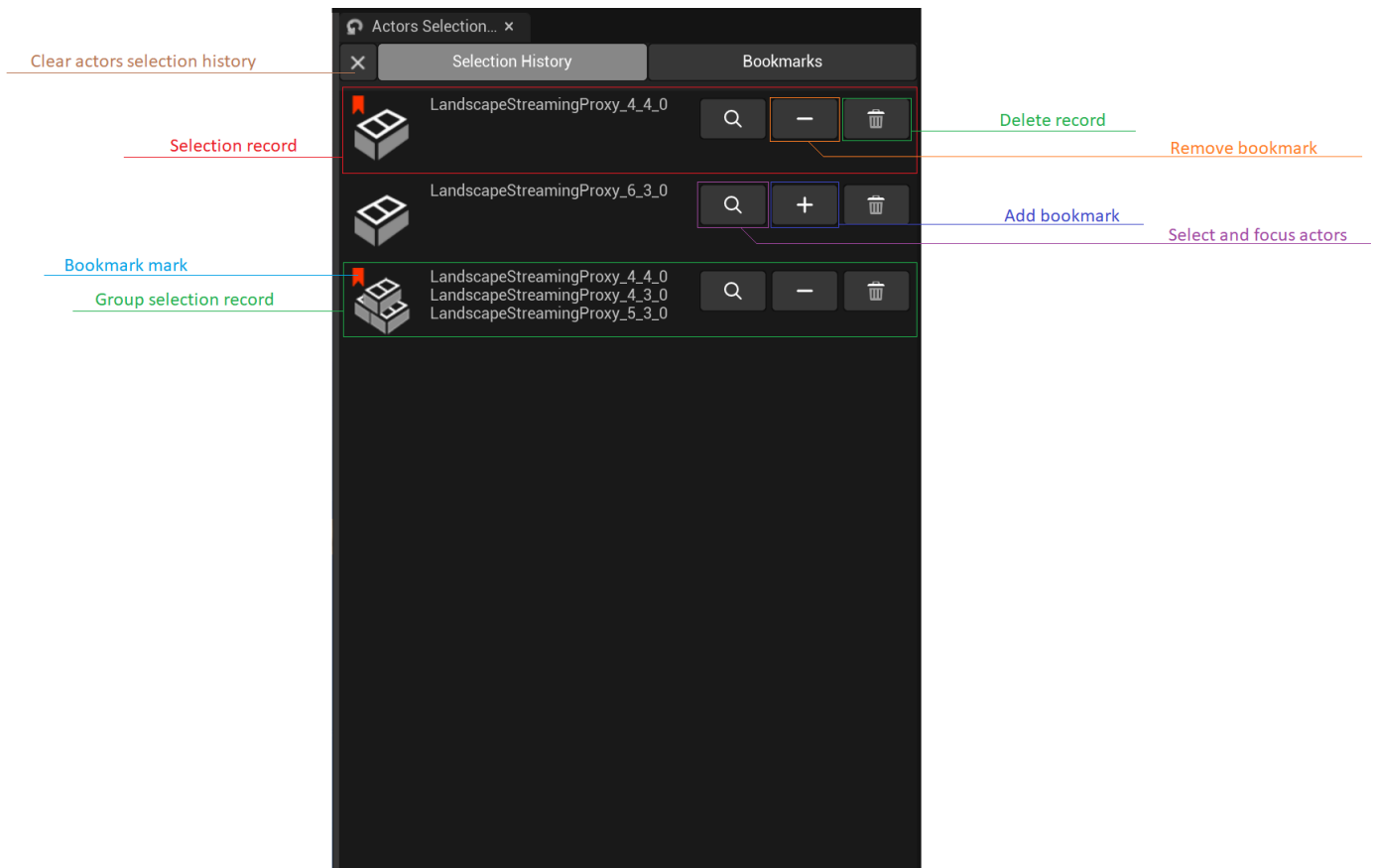
- **Selection record** feature allows you to select actor. To do this, simply click on a record in the history UI.

- **Group selection record** feature allows you to select actors. To do this, simply click on a record in the history UI. To make a group record select a few actors with "Shift" or "Ctrl" selection.

- **Select and focus actors** feature allows you to select and focus actors in the viewport. To do this, simply click on the "Select and focus actors" button.

- **Clear actors selection history** feature allows you to remove all records from selection history. To do this, simply click on the "Clear actors selection history" button.

- **Delete record** feature allows you to remove a single selection record from history. To do this, simply click on the "Delete record" button

- **Add bookmark** feature allows you to add a single selection record from history to the bookmark list. Bookmarks are available across multiple sessions of Unreal Engine. Records which have been added to bookmarks have a bookmark mark sign. To do this, simply click on the "Add bookmark" button

- **Remove bookmark** feature allows you to remove a single selection record from bookmarks. To do this, simply click on the "Remove bookmark" button

Actors Selection Bookmarks

Selection bookmarks against selection history records are available across multiple sessions of Unreal Engine. It saves to user configs.

- **Selection record** feature allows you to select actor. To do this, simply click on a bookmark in the bookmark UI.

- **Select and focus actors** feature allows you to select and focus actors in the viewport. To do this, simply click on the "Select and focus actors" button.

- **Remove bookmark** feature allows you to remove a single selection record from bookmarks. To do this, simply click on the "Remove bookmark" button

- **Bookmark rename** feature allows you to rename a bookmark. To do this, simply double click on the name of the bookmark.

Actors Selection Fast UI

The Actors Selection Fast UI is a pop-up version of the selection history. This UI is similar to the full version, allowing users to navigate through both selection history and bookmarks. To open it, simply use the hotkey "Shift+Z". Once the hotkey is pressed, the pop-up appears near the cursor position. To open the bookmarks panel, press the "Shift+X" hotkey. Both hotkeys can be customized in the editor settings.

- **Selection record** feature allows you to select actor. To do this, simply click on a bookmark in the pop up.

- **Select and focus actors** feature allows you to open assets which have been recorded to edit. To do this, simply click +Alt on a record in the pop up.

- **Add/Remove bookmark** feature allows you to remove and add a single selection record to bookmarks. To do this, simply click hover a record in the pop up and press B.

Shortcuts

Editor preferences > Keyboard Shortcuts > Selection History Plugin