Navigating in UnReal ED

Navigating the 2d windows:

Command:	Action:
Hold LeftMouse	Moves view SLOWLY left/right or up/down.
Hold RightMouse	Moves view QUICKLY left/right or up/down.
Hold LeftMouse and RightMouse	Push mouse forward/back to zoom in/out.
Left Click an object	Select an object.
CTRL and LeftClick objects	Select multiple objects.
Hold CTRL and LeftMouse	Move an object.
Hold CTRL and RightMouse	Rotate an object.
RightClick an object	Bring up options menu for that object.
RightClick grid	Change grid size. This is usually not necessary.

Navigating the 3d window:

Command:	Action:
Hold LeftMouse and move	Horizontal plane.
Move mouse forward/back to move forward/back.	Move mouse left/right to look left/right.
Hold RightMouse and move	Locks view to a point and allows panning in all directions.
Hold LeftMouse and RightMouse	Move mouse forward/back to move up/down on vertical axis. Move mouse left/right to move right left on horizontal axis.
LeftClick a Surface	Select a poly surface.
CTRL and LeftClick surfaces	Select multiple surfaces.
Shift and LeftClick a surface	Select entire poly attached to that surface. This is very useful.
RightClick an object	Bring up options menu for that object.