

Editors

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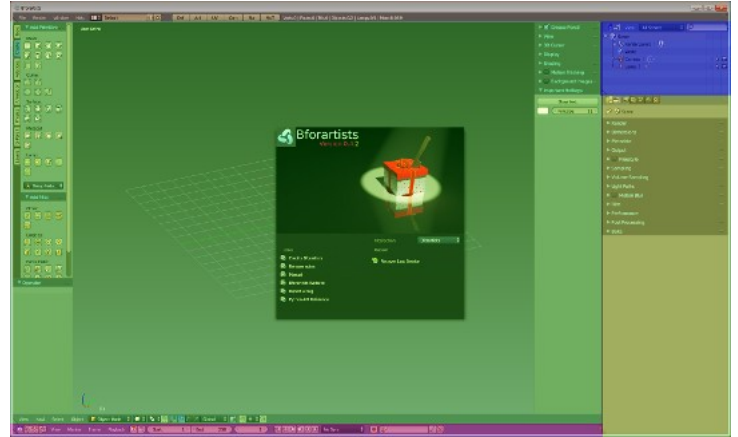
Introduction

The Bforartists Interface is made of several layouts.

And every layout is made of several editors. See image. The editors brings the functionality to the layout. Every editor type has another purpose.

In this chapter we will talk about the general aspects of the editors. And give an overview over the available editor types and their purpose.

The detailed description happens for every editor one by one then.

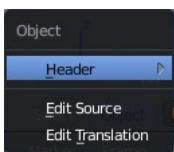
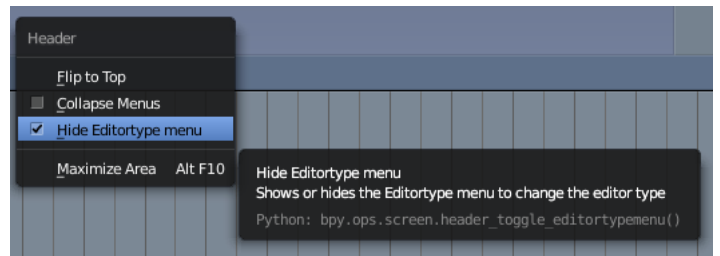


Hidden menus

The editors contains a few hidden menus. Nearly every UI element contains a context menu that can be called by right click. The content varies from element to element, dependant of what options are available.

The Header menu

The header menu can be accessed by right clicking at an empty space of a menu bar. It is also accessible in the context menu of an UI element in the menu bar. Like a button.

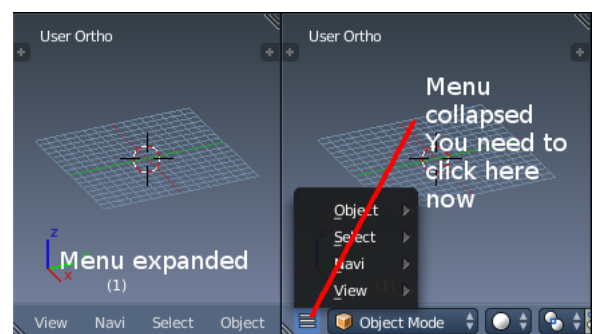


Flip to Top

The Flip to Top menu item enables you to flip the whole menu bar to the top or to the bottom

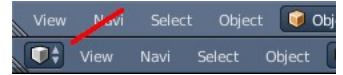
Collapse Menus

The Collapse menus menu item makes the text menu items either be displayed expanded. Or as a single little button that you have to click first so that the menu can be accessed.



Hide Editortype menu

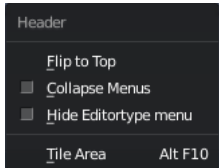
The Hide Editortype menu shows or hides the Editortype menu in the menu bar.



Maximize Area - Tile Area

Maximize Area maximizes this editor.

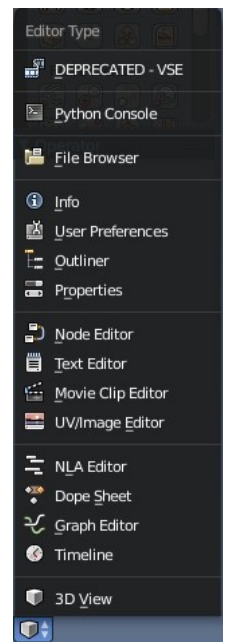
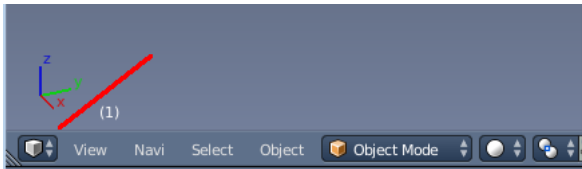
When the editor is maximized then this menu item turns into Tile area. Which returns the editor to the previous state then.



The editor type menu

The Editor Type menu gives you an overview of all available editor types. And here you can switch to another editortype.

This menu is in the standard layouts hidden. See Header Menu, Hide Editortype menu.



Area Options

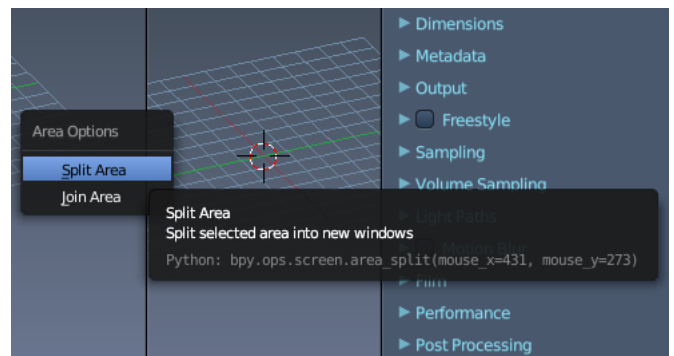
When you hover over a border between two editors and right click, then you will see the Area Options menu.

Split area

Split area splits the current editor at mouse position into two new editors.

Join Area

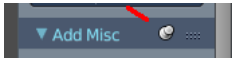
Join Area joins the current editor with the neighbour editor if possible.



Pin Panels menu in Tool Shelf

This one is a Tool Shelf only behaviour. When you right click at the title bar of a panel then you will see the Pin menu. Here you can pin the panel to stay visible in all tabs.

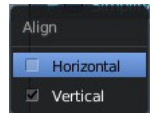
When ticked then the title bar of the panel shows a pin.



Align

This feature lets you align the panels horizontally or vertically. You can find this menu for example in the Properties editor by right clicking.

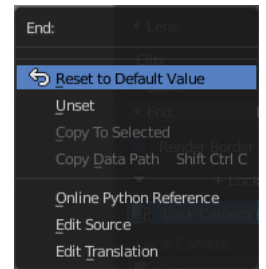
Horizontal aligns the panels horizontal. Vertical aligns the panels vertical.



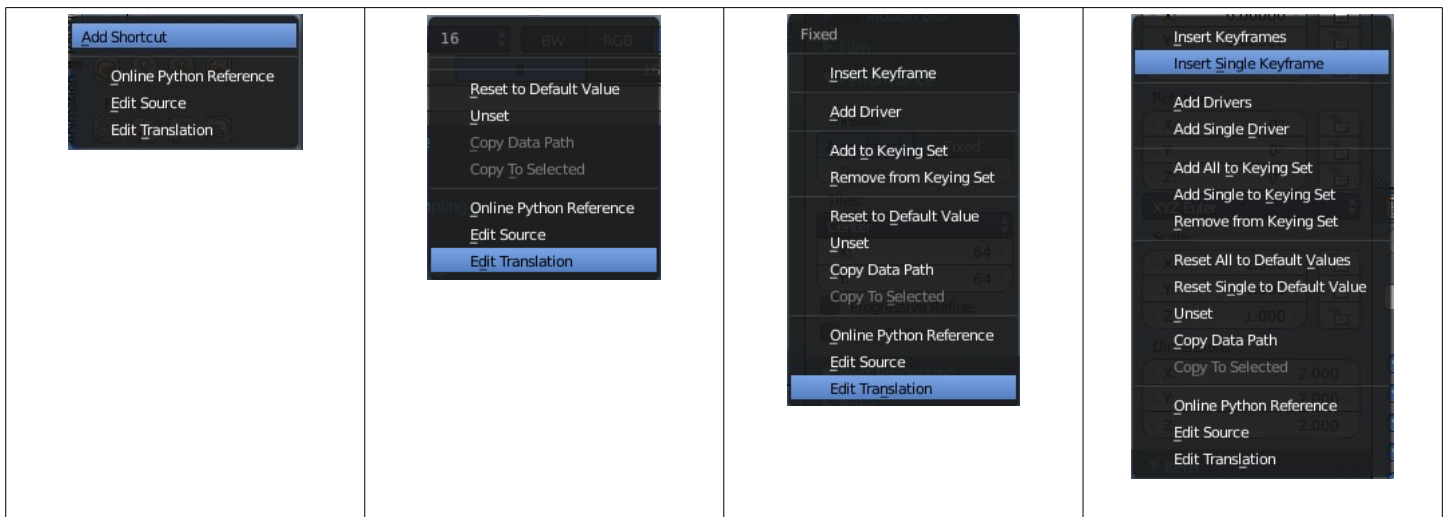
RMB menu entries

Every tool or UI element has a RMB menu where you can find various things.

The content is varying, dependant of the tool where you right click at. Value edit boxes have for example a Reset to Default Value menu item. For other tools you might be able to add or change the shortcut here. They all have the last three menu items, Online Python Reference, Edit source and Edit translation.



A few examples:



Add Shortcut / Change Shortcut

The Add Shortcut / Change Shortcut button allows you to assign a new shortcut to the tool or to change an existing shortcut for the tool. Note that this may or may not work proper. For some tools you might need to change the shortcut in the User preferences.

Online Python Reference

The Online Python Reference button opens the Bforartists Online Python reference page in your browser.

Edit Source

The Edit Source button opens the corresponding Python file for this element. Note that you need to be in the Scripting layout. The file loads in the Text editor there.

Edit Translation

This is a developer entry. It allows you to edit the *.mo translation files directly. But you need to have a special setup here. Which is currently not documented.

Reset to Default Value

Reset to Default Value is usually a RMB menu entry when you right click at a edit box. It resets the value to the default value.

Reset All to Default Value

Reset All to Default Value is usually a RMB menu entry when you right click at a edit box combo made of two, three or more edit boxes together. It resets the value for all the edit boxes in the combo to the default value.

Reset Single to Default Value

Reset Single to Default Value is usually a RMB menu entry when you right click at a edit box combo made of two, three or more edit boxes together. It resets the value for the single edit box under the mouse to the default value.

Unset

Unset is usually a RMB menu entry when you right click at a edit box. It is somehow similar to Reset to Default Value. But it clears the property instead of resetting it to the default value. Which can end in another value.

Add Driver

In Bforartists lots of things can be animated. Also buttons. Add Driver does exactly what it tells. It adds a driver for animation needs to the element.

Add Drivers

In Bforartists lots of things can be animated. Also buttons. Add Drivers does exactly what it tells. It adds a driver for animation needs to the elements.

Add Single Driver

In Bforartists lots of things can be animated. Also buttons. Add Driver does exactly what it tells. It adds a driver for animation needs to the single element under the mouse.

Add to Keying Set

Add to Keying Set adds the information of the element to the current keyframe.

Add All to Keying Set

Add All to Keying Set adds the information of the element to the current keyframe.

Add single to Keying Set

Add to Keying Set adds the information of the element to the current keyframe.

Remove from Keying Set

Remove from Keying Set removes the information of the element from the current keyframe.

Copy Data Path

Copy Data Path copies the RNA data path for this property

Copy to Selected

Copy to Selected copies the property of this element to selected objects or bones

Resize Tool Shelf and Properties content

You can resize the Tool Shelf content and the Properties Sidebar content. This means that you can zoom in or out. This trick also works in the Properties Editor.

Move the mouse over the upper region of the Tool Shelf.

Hold down Ctrl key

Click with Middle Mouse button. The mouse pointer will turn into two white triangles.

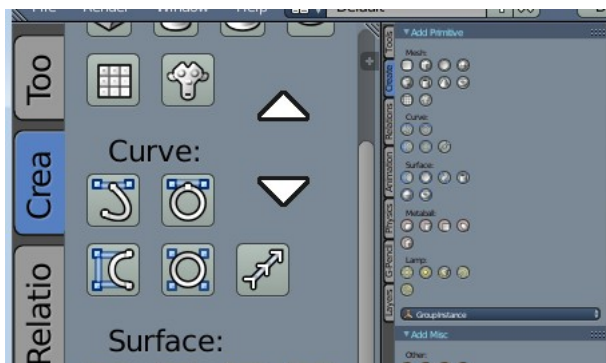
Now drag up or down to resize the area content

OR

Move the mouse over the upper region of the Tool Shelf.

Simply press Numpad + or Numpad -

To reset the area content to default scale move the mouse over the area and press Home key (german keyboard layout Pos 1)



Miscellaneous

Hotkey recognition

The hotkeys are dependant of the mouse position. Means when your mouse is over the 3d View, then the hotkeys from the 3D View gets recognized. This means when your mouse is not over the 3D View but the Outliner, and you press the hotkey for let's say move, then this hotkey will not be recognized.

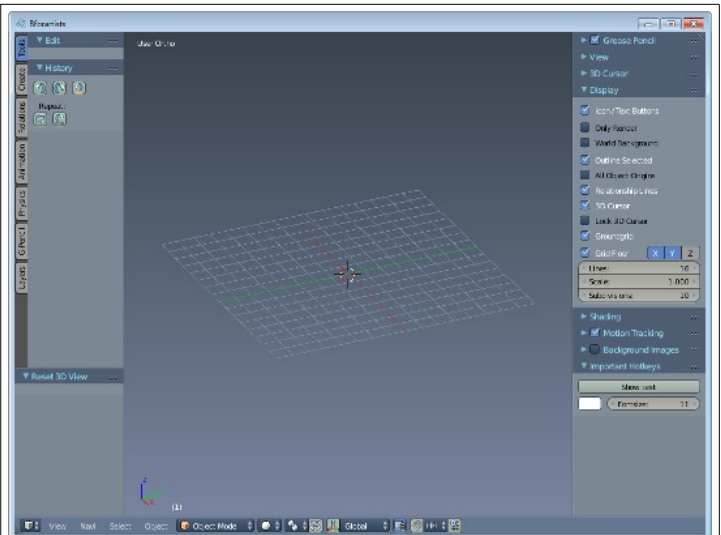
A special behaviour shows the sidebars here. They are part of the editors. But to have the mouse over the toolbars at the side can already prevent a hotkey from being triggered. Your mouse needs to stay in the active part of the editor.

The editor types

3D View

The 3D View is the editor where you do your 3D work. Here you can model meshes, etc. . It's the core editor for everything where you work at your 3D data.

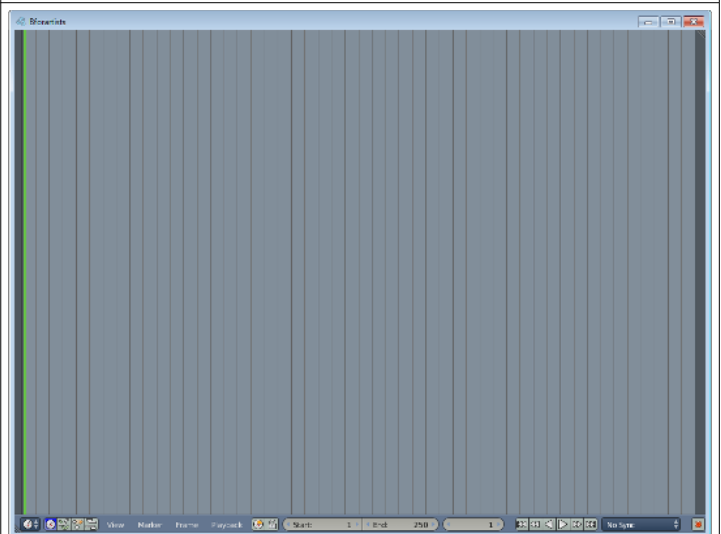
You will find it in every layout where you need to display your 3d data.



Timeline

The timeline editor provides you with a toolbar for all animation needs. Start, stop, record, set keying set, etc.

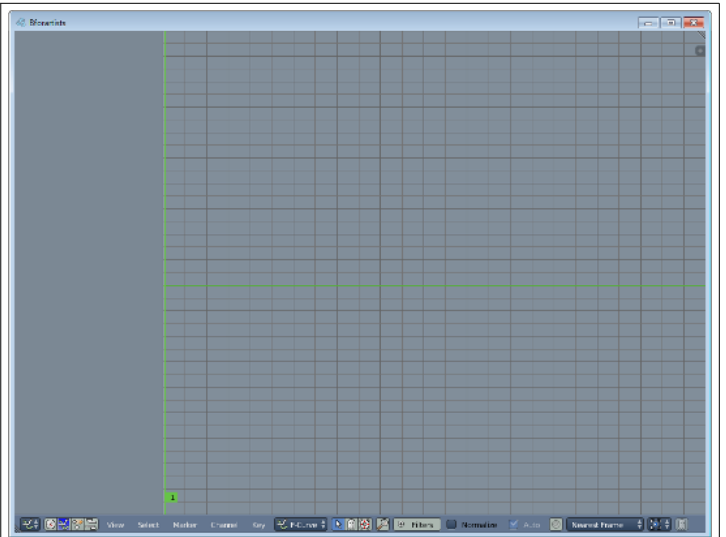
The Timeline is one of four special editors for animation needs. You will find it in the animation layout. But also in the standard 3D layout.



Dope Sheet

The Dope Sheet Editor is the place where you deal with keyframes.

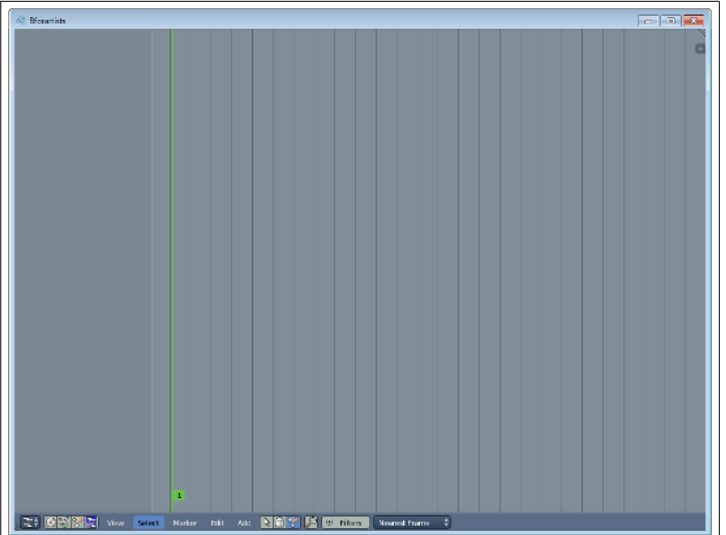
The Dope Sheet Editor is one of four special editors for animation needs. You will find it in the animation layout.



NLA Editor

The NLA Editor is the place where you work with Clips and Actions.

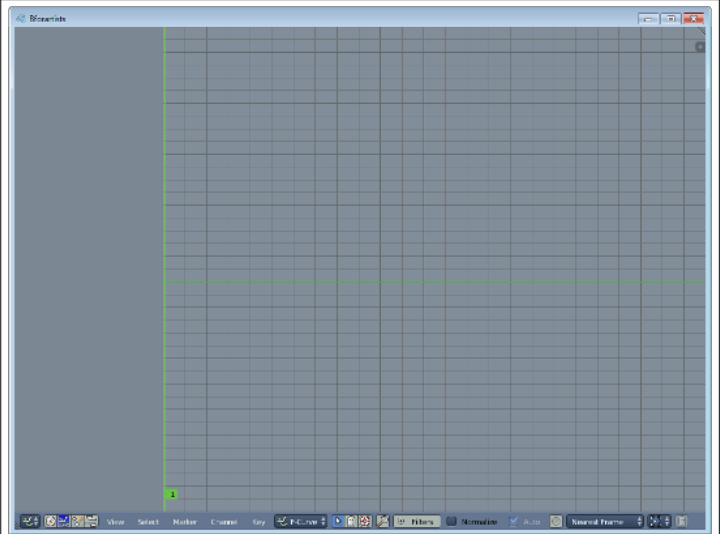
The NLA Editor is one of four special editors for animation needs. You will find it in the animation layout.



Graph Editor

The Graph Editor is the place where you work with function curves.

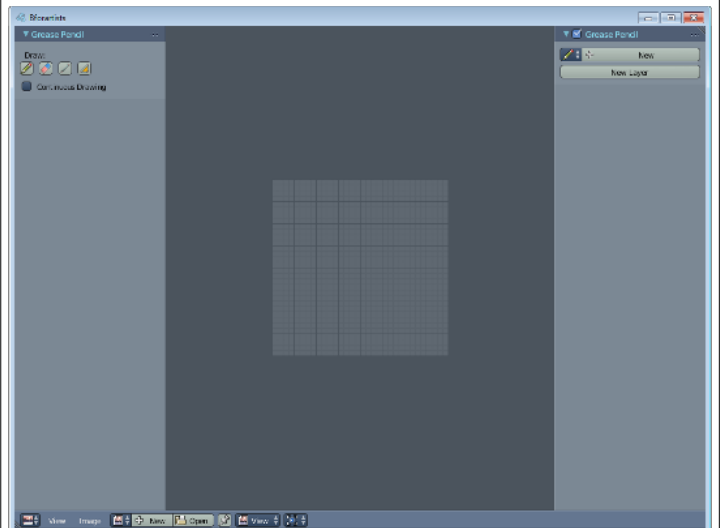
The Graph Editor is one of four special editors for animation needs. You will find it in the animation layout.



UV / Image Editor

The UV / Image Editor is the place where you work with textures and UV mapping.

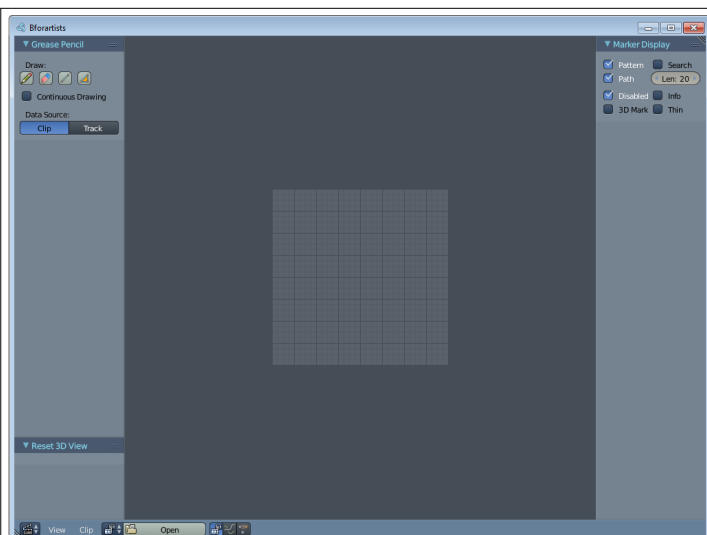
You will find it in the UV editing Layout and the Compositing layout.



Movie Clip Editor

The movie clip editor is for tracking purposes.

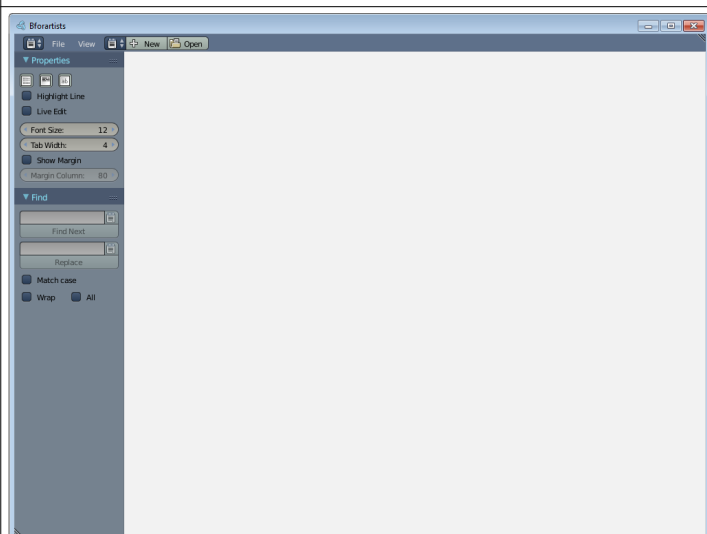
You will find it in the Motion Tracking layout.



Text Editor

The Text Editor is the place where you write code. The scripts for addons for example.

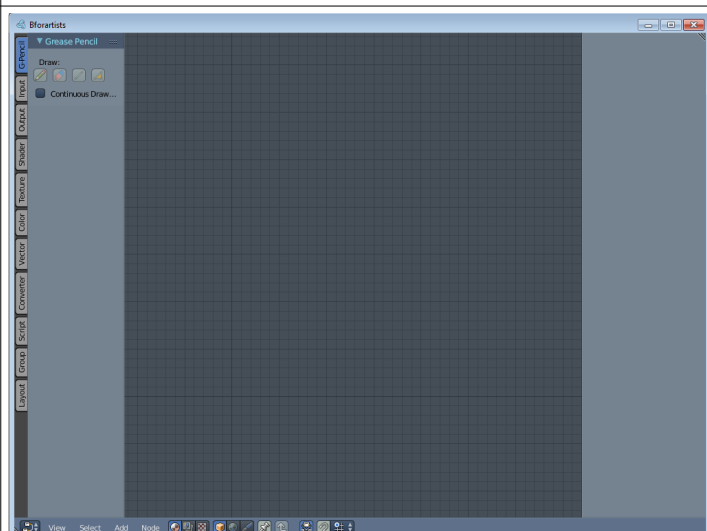
You will find it in the Scripting layout.



Node Editor

The Node editor is the place where you create the material for the renderer Cycles. It is also the place where you create and apply compositing effects.

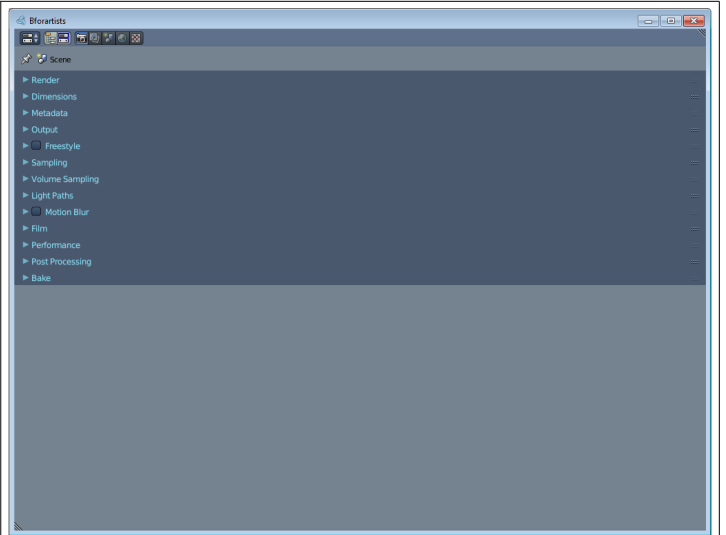
You will find it in the Compositing layout.



Properties Editor

The Properties editor is the place where you can see and tweak all properties for the 3D scene. The range goes from render settings across object settings up to particle settings.

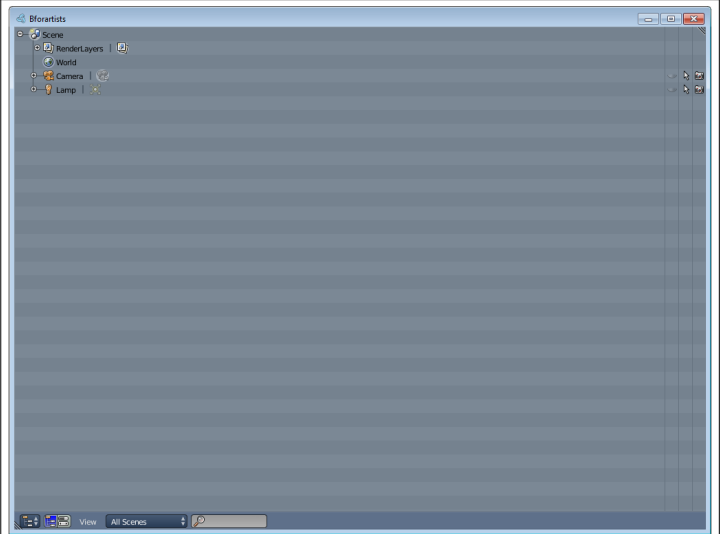
You will find it in the Default layout, the Animation layout and the Scripting layout.



Outliner

The Outliner is the place that gives you an overview of what is in the scene.

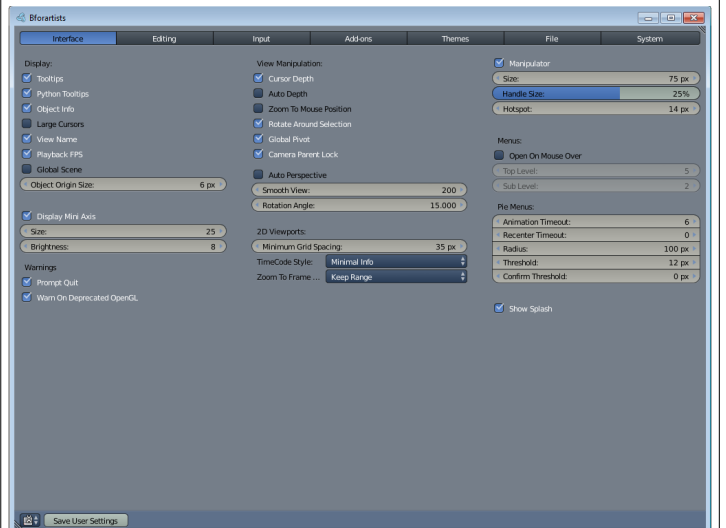
You will find it in the Default layout, the Compositing layout, the Animation layout and the Scripting layout.



User Preferences

The User preferences is the place where you manage all the settings of the software. Theme, Keymap, etc.

This editor is not present in the standard layouts. This editor can be called by the file menu -> User Preferences.

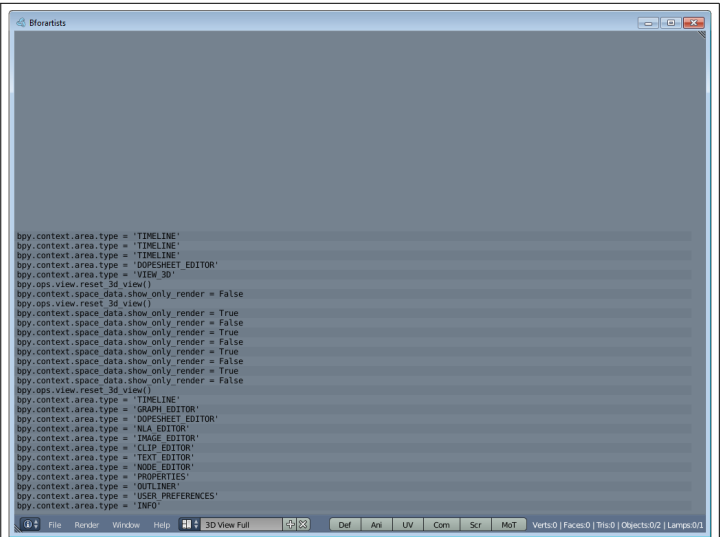


Info Editor

The Info editor is normally collapsed. And serves as the file menu for the 3D view. Here you can load a new scene etc.

It is a bit more though than just the main menu bar. It's a own editor. With a list of the last performed operations. Including error messages.

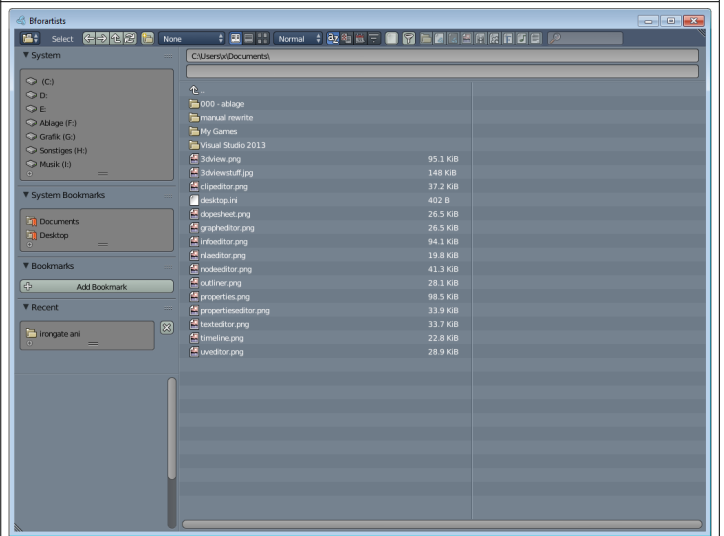
This editor is in all layouts.



File Browser

The File Browser is the editor in which you can load and save data. Your last blend file for example.

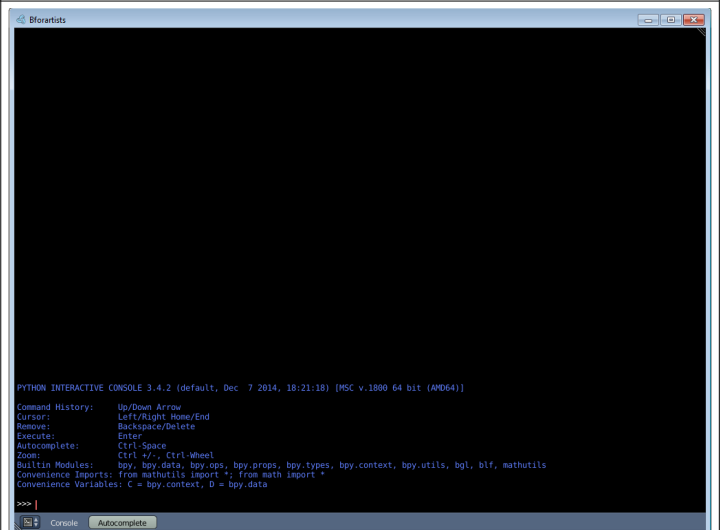
This editor is not part of the standard layouts. It usually gets called when you load or save a data.



Python Console

The Python console gives you access to the Python API.

You will find it in the Scripting layout.



VSE

The VSE Editor, or longer, the Video Sequence Editor, is the part where you could deal with video clips.

Cutting videos is deprecated in Bforartists. And is not documented. When you want to cut videos then please use Blender.

