

## 10.2 Editors - Shader Editor - Tool Shelf

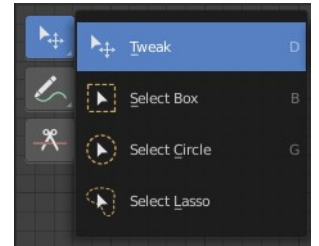
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# Tool Shelf



## Select Tools Group

Tools with a triangle down right are a group of tools. Click and hold to reveal the content. Then choose the tool that you need.

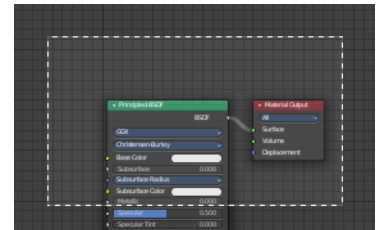


## Tweak

Allows you to select or tweak single elements by clicking at it.

## Select Box

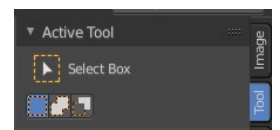
Draws a box to select several elements at once. Click at the start point, then drag.



## Tool Settings

### Mode

The available selection modes. The mode titles are pretty self explaining. So i won't go into detail here.



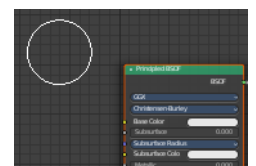
### *Set a new selection*

### *Extend existing selection*

### *Subtract existing selection*

## Select Circle

Draws a box to select several elements at once. Click at the start point, then drag.



## Tool Settings

### Mode

The available selection modes. The mode titles are pretty self explaining. So i won't go into detail here.

### Set a new selection

### Extend existing selection

### Subtract existing selection

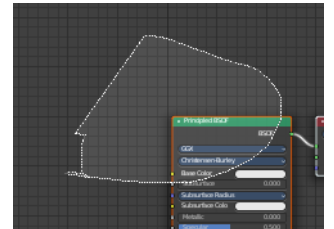
### Radius

The brush radius.



## Select Lasso

Draws a box to select several elements at once. Click at the start point, then drag.



## Tool Settings

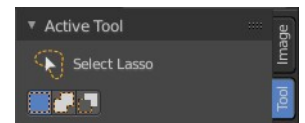
### Mode

The available selection modes. The mode titles are pretty self explaining. So i won't go into detail here.

### Set a new selection

### Extend existing selection

### Subtract existing selection

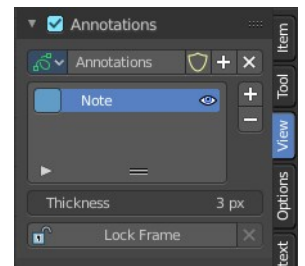
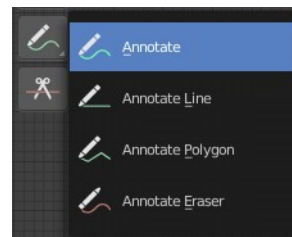


## Annotate Tools group

The annotation tool is available in multiple editors. With this tool you can write notes at the screen. The annotate tools is the little brother of the grease pencil objects.

Further settings for annotate can be found in the sidebar.

Here you can also remove an annotation when you don't longer need it. And here you can also adjust the size of the stroke.



## Annotate

Draw free-hand strokes in the main window.

## Annotate Line

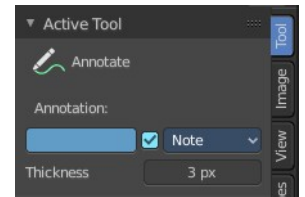
Click and drag to create a line.

## Annotate Polygon

Click multiple times to create multiple connected lines. The current polygon is finished when Esc or RMB is pressed.

## Tool Settings

The tool settings for Annotate, Annotate Line and Annotate Polygon are the same. Different from the 3D view, there is no placement option for the 3d cursor.



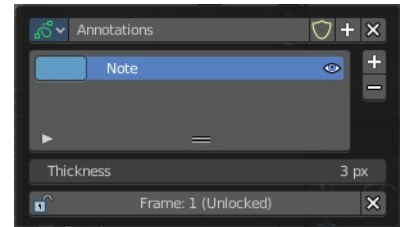
## Color

Clicking at the left color field reveals a color picker where you can define the color for the annotation stroke.



## Note

Clicking at the Note dropdown box reveals a panel with further settings. It's the same content than in the annotations in the View tab.



## Annotations list

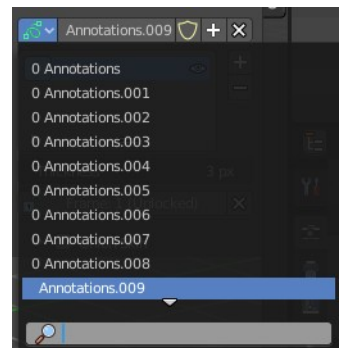
Here you can add, remove and rename new annotations.

## Edit Box

The name of the current annotation. You can rename the annotation to your needs here.

## Fake User

Assign a fake user to this annotation. Fake users is a odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.



## Add Annotation

Add a new annotation.

## Unlink Annotation

Delete the annotation.

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### **Thickness**

The thickness of the annotation stroke.

### **Frame Locked/Unlocked**

Lock frame displayed by current layer. This toggles whether the active layer is the only one that can be edited.

### **Delete Active Frame**

Deletes the active frame from the active grease pencil layer.

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### **Thickness**

The thickness of the annotation stroke.

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## Annotate Eraser

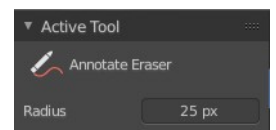
Click and drag to remove annotate lines.



### **Tool Settings**

#### **Radius**

The radius of the eraser pencil.



## Links Cut

This tools allows you to cut connections.

