



## 13.1.3 Editors - Shader Editor - Header - View Menu

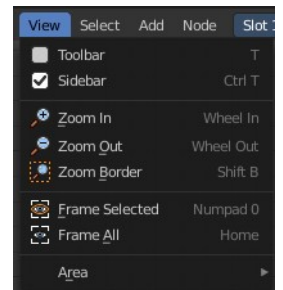
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## View Menu

The View menu contains all View related tools.

The content is the same in all sub modes.



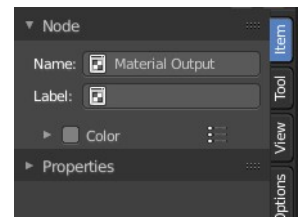
### Toolbar

Shows or hides the toolbar at the left.



### Sidebar

Shows or hides the sidebar at the right in the viewport.



## Zoom In

Zooms into the viewport.

## Zoom Out

Zooms out of the viewport.

## Zoom Border

Draws a rectangle and zooms then to fit the size of this rectangle.

Zooming in is done with drawing the rectangle with left mouse button. Zooming out is done with drawing the rectangle with middle mouse button.

## Frame Selected

Zooms to the selection.

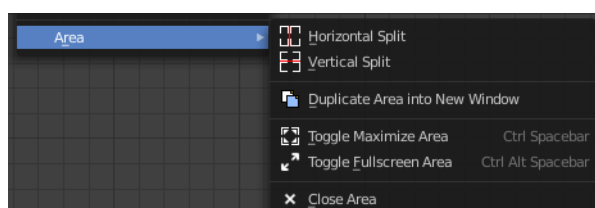
## Frame All

View all zooms in or out in the viewport until all objects in the scene are displayed fitting in the viewport.

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## Area

This menu contains general view functionality. And exists in most other editor types too.



## Horizontal Split

Splits the current view horizontally into two independent editor windows.

## Vertical Split

Splits the current view vertically into two independent editor windows.

## Duplicate Area into New Window

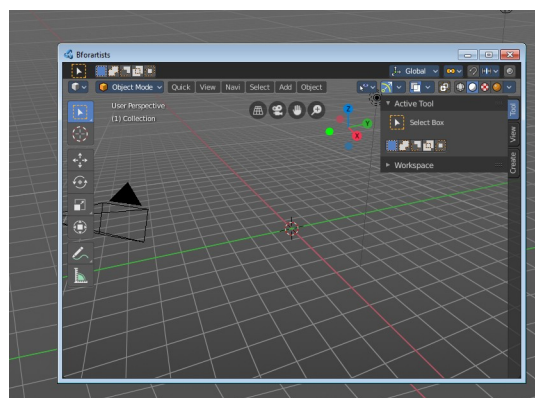
Duplicate Area into New Window makes the selected editor window floating. You can then drag it around at the monitor. It is not connected with the rest of the UI anymore.

A separated window cannot be merged into the main window again. You have to close it when not longer needed.

## Toggle Maximize Area

Displays the editor maximized with menus.

To return from the maximized view press hotkey ctrl + spacebar. Or reuse the menu item in the area menu.



## **Toggle Full screen Area**

Displays the editor maximized without menus.

To return from the full screen view press hotkey ctrl + alt + spacebar.

## **Close Area**

Closes the editor.