

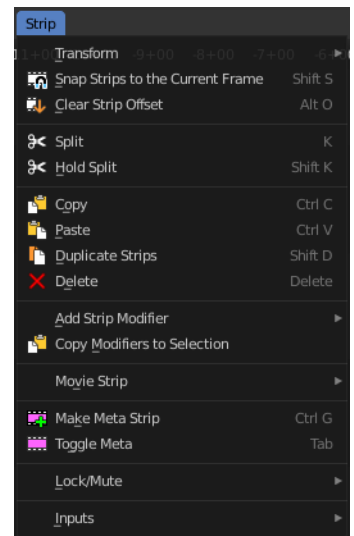
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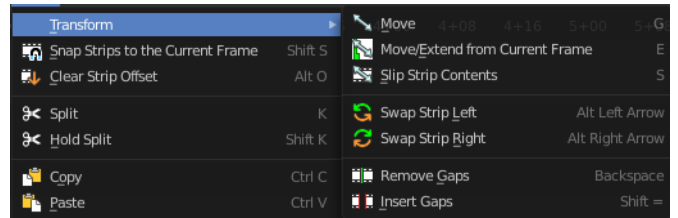
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## Strip menu

The strip menu contains strip related functionality.



# Transform



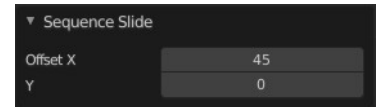
## Move

Moves the selected strip(s).

## Last operator Sequence Slide

### Offset X

The horizontal frame offset from the starting position.



### Y

The vertical offset from the starting channel.

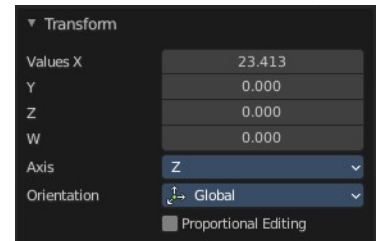
## Move/Extend from Frame

Extends the selected strips relative to the frame indicator and the mouse position. All selected strip handles to the mouse side of the current frame indicator will transform together.

## Last operator Transform

### Values X, Y, Z, W

The transform values, relative to the starting point.

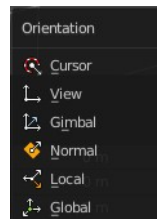


### Axis

The transform axis orientation. This axis value box has no meaning here.

### Orientation

Choose the type of orientation for the transform action.



## Proportional editing

The tool has no proportional editing. The checkbox cannot be activated.

## Slip strip content

Change the position of the contents of a strip without moving the strip itself.

## Swap Strip Left

Swap the active strip with the strip to the left.

## Swap Strip Right

Swap the active strip with the strip to the right.

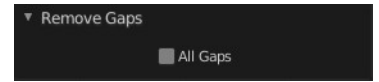
## Remove Gaps

Removes gaps at the frame indicator position in the current channel. Strips after the indicator will move to the left to close the gap.

### *Last operator Remove Gaps*

#### All Gaps

Remove all gaps between all clips at the right side.



## Insert Gaps

Inserts a gap at the frame indicator position. Strips after the indicator will move to the right by the amount of gap frames.

### *Last operator Remove Gaps*

#### Frames

The size of the gap in frames.



## Split

Split the selected strip into two parts at the current frame.

### *Last operator Split Strips*

#### Frame

The frame at which the cut happens.

#### Channel

The channel of the strip.

#### Type

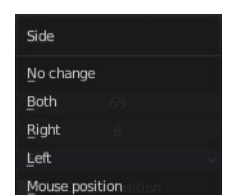
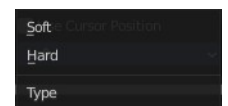
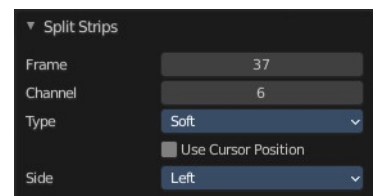
How to cut. Soft or hard.

#### Use Cursor Position

Split at the position of the cursor instead of the current frame. Note! This setting makes no sense. You can't adjust the cursor position afterwards.

#### Side

The side that remains selected after the split.



## Hold Split

Like Split, it splits a strip in two strips. But you will not be able to drag the endpoints to show the frames past the split of each resulting strip. You can adjust the Hold Offset number fields in the Strip Info panel.

## Last operator Split Strips

### Frame

The frame at which the cut happens.

### Channel

The channel of the strip.

### Type

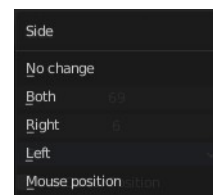
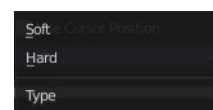
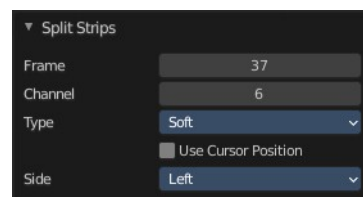
How to cut. Soft or hard.

### Use Cursor Position

Split at the position of the cursor instead of the current frame. Note! This setting makes no sense. You can't adjust the cursor position afterwards.

### Side

The side that remains selected after the split.



## Copy

Copies the selected strip(s).

## Paste

Pastes copied strip(s).

## Duplicate Strips

Duplicates the selected strip(s).

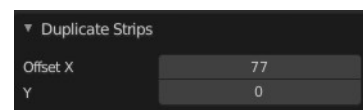
## Last operator Duplicate Strips

### Offset X

The horizontal frame offset from the starting position.

### Y

The vertical offset from the starting channel.

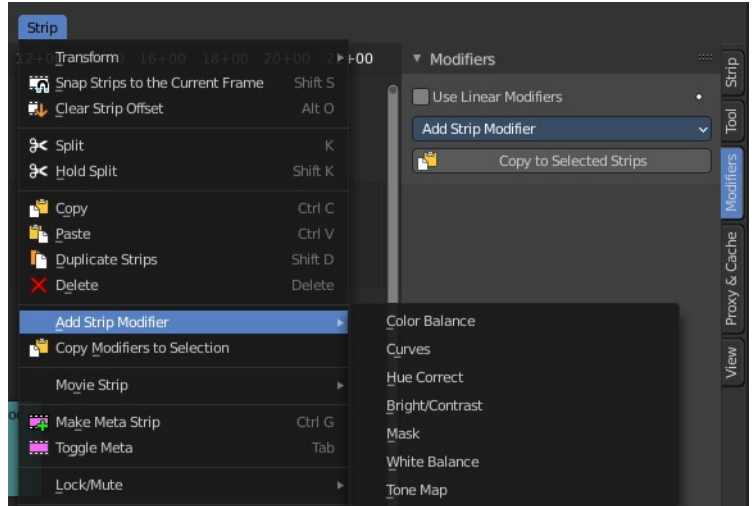


## Delete

Deletes the selected strip(s).

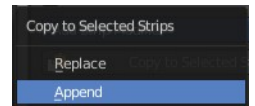
## Add Strip Modifier

All strip types but Sound. Adds a strip modifier. Strip modifiers are explained in the sidebar chapters.



## Copy modifiers to selected strips

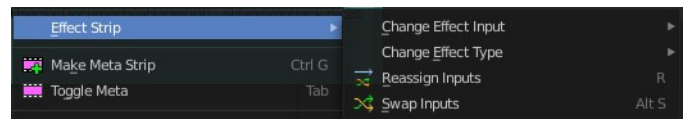
Copies the modifiers from the source strip to the target strip by given method. It opens a popup where you can choose the method.



First select the source strip. Hold down shift, select the second strip. Perform the tool.

## Effect Strip

Strip type Effect Strip.

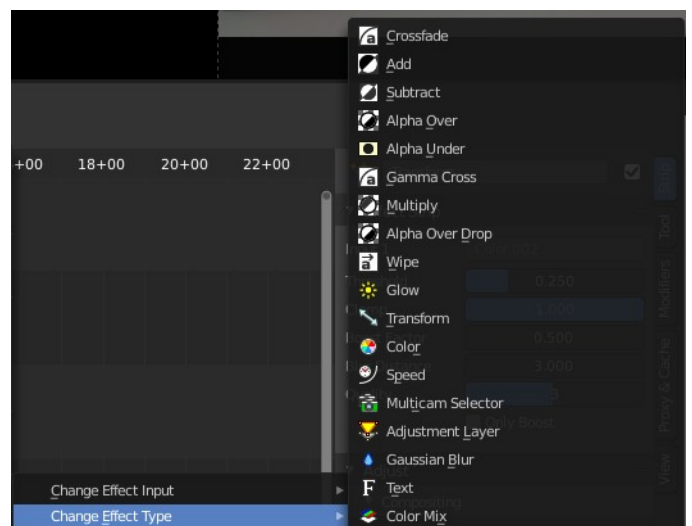


## Change Effect Input

Not documented by Blender. Not to figure out.

## Change Effect Type

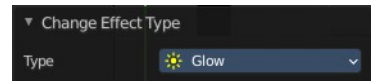
Change the effect type of the selected effect strip to the chosen method.



## Last operator Change Effect Type

### Type

The type of effect to change to.



## Reassign Inputs

Reassigns the input for the effect strips.

## Swap Inputs

Swap the first two inputs for the effect strip.

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## Movie Strip

Strip type Movie.



## Set Render Size

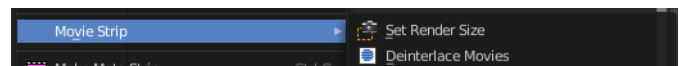
Set the render size and aspect from the active strip. Attention, there is no feedback if the operation was successful. It simply sets it.

## Deinterlace Movies

Deinterlaces the selected movie strips.

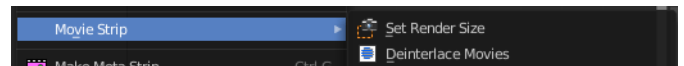
## Set Render Size

Strip type Image. Set the render size and aspect from the active image strip. Attention, there is no feedback if the operation was successful. It simply sets it.



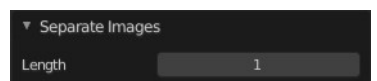
## Separate Images

Strip type Image. Create a strip for every image in the image sequence strip.



## Last Operator Separate Images

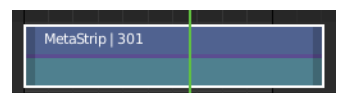
The length of each frame of the new created strips.



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## Make Meta Strip

Creates a meta strip out of the selected strips. A Meta Strip is a strip which contain



multiple strips treated as if it was one strip. It allows you to reduce the vertical space used in the Sequencer. You can edit it the same way as any other strips.

Note! The default blend mode for a Meta strip is Replace. There are many cases where this alters the results of the animation so be sure to check the results and adjust the blend mode if necessary.

## UnMeta Strip

Separating (ungrouping) the Meta strip restores the strips to their relative positions and channels.

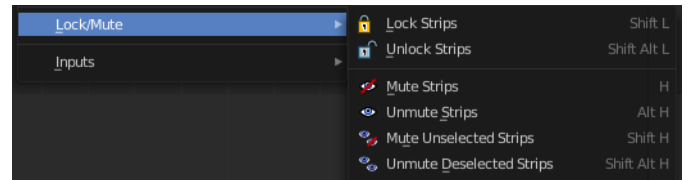
## Toggle Meta

Toggles between the meta and unmeta state. You need to have a meta strip in the sequencer timeline already.

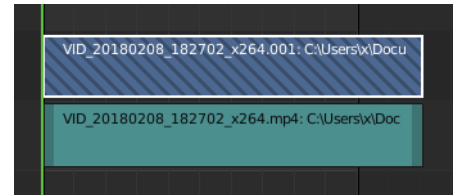
## Lock/Mute

### Lock Strips

Locks the strip from editing. They can't be moved or edited anymore.



Locked strips appears hatched.

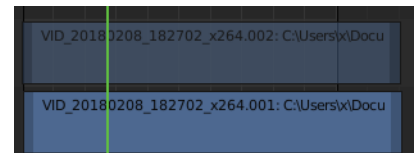


### Unlock Strips

Unlock locked strips.

### Mute Strips

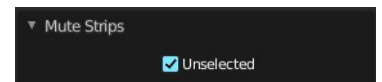
Mutes the selected strips. They do not play anymore, and they appear greyed out.



### *Last operator Mute Strips*

#### Unselected

Mute unselected strips.



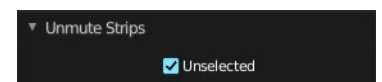
### Unmute Strips

Unmutes selected muted strip.

### *Last operator Unmute Strips*

#### Unselected

Unmute unselected strips.





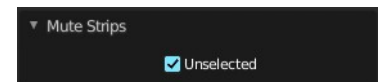
## Mute unselected strips

Mute the unselected strips.

### *Last operator Mute Strips*

#### Unselected

Mute unselected strips.



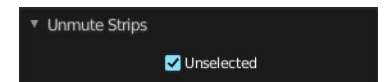
## Unmute deselected Strips

Unmute all deselected strips.

### *Last operator Unmute Strips*

#### Unselected

Unmute unselected strips.



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## Inputs

### Reload Strips

Reloads the strips in the sequencer.

### Reload Strips and Adjust Length

Reloads the strips in the sequencer.

### Change Paths/Files

Undocumented Operator. Opens a file selector.

### Swap Data

Swaps the data between two selected strips. The strips must be compatible.

