

13.2 Editors - Video Sequence Editor - Tool Shelf

Tool shelf in Preview view.....	1
Sample.....	1
Annotate.....	1
Tool shelf in Sequencer view.....	1
Select.....	1
Blade.....	1
Active Tool settings.....	2
Last operator Split Strips.....	2
Frame.....	2
Channel.....	2
Type.....	2
Use Cursor Position.....	2
Side.....	2

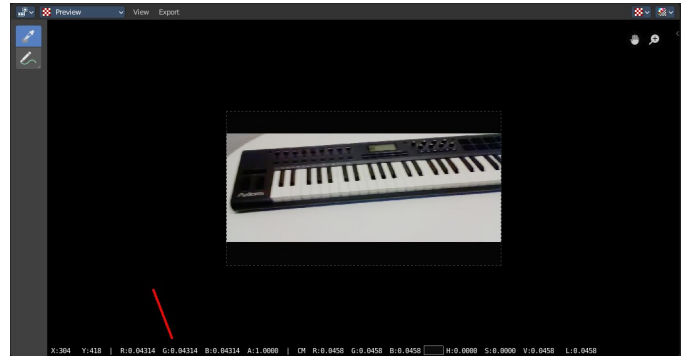
Tool shelf in Preview view

The strip menu contains strip related functionality.



Sample

Samples colors under the mouse position when you left click at the position. The result is displayed at the bottom of the view.



Annotate

The annotation tool is already described in the chapter Editors - 3D View - Tool Shelf - Object Mode. So we won't cover it here again.

Tool shelf in Sequencer view

Select

Select strips. This default mode allows you to select strips and move them around.

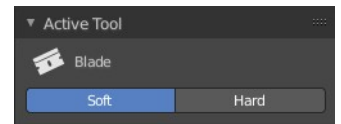


Blade

Cut the selected strips at mouse position.

Active Tool settings

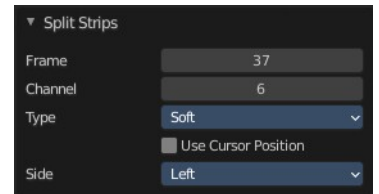
Create a soft split or a hard split.



Last operator Split Strips

Frame

The frame at which the cut happens.

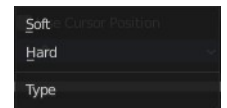


Channel

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.

