

14.1.5 Editors - Movie Clip Editor - Header - Tracking Mode - Clip Submode - Track Menu

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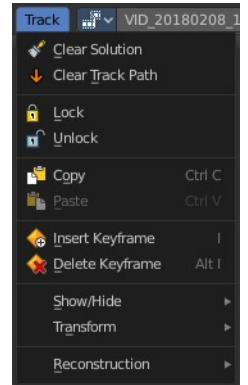
Track Menu

Clear Solution

Clears all calculated data.

Clear Track Path

Clears the currently active Track Path.

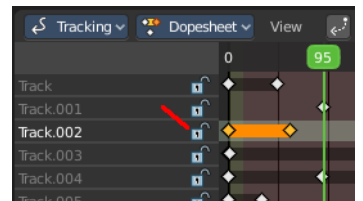


Lock

Locks the track in the dope sheet sub mode panel.

Unlock

Unlocks the track in the dope sheet sub mode panel.



Copy

Copy selected tracks to clipboard.

Paste

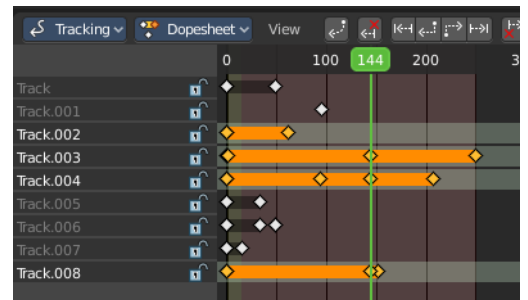
Pastes selected tracks from clipboard.

Insert Keyframe

Inserts a keyframe at current position in spreadsheet sub mode panel.

Delete Keyframe

Deletes keyframes at current position in dope sheet sub mode panel.

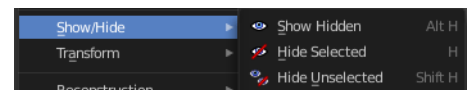


Show/Hide

Show or hide tracks.

Show Hidden

Show all hidden tracks.



Hide Selected

Hide the selected tracks.

Hide Unselected

Hide the unselected tracks.

Last operator Hide Tracks

Unselected

Hide selected or unselected tracks.



Transform

Track navigation.



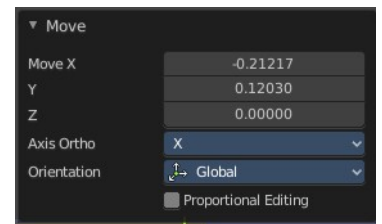
Move

Move the selected track(s).

Last Operator Move Last

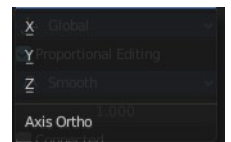
Move X Y Z

The transform values. Set x and y position of the track. Z value has no influence.



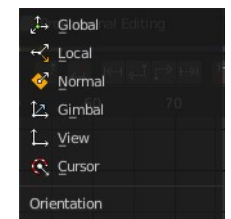
Axis Ortho

Defines the other axis of an imaginary shear axis plane.



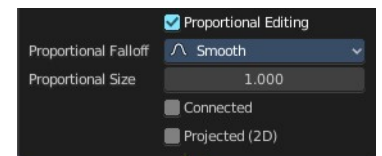
Orientation

Choose the orientation for the shear action.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

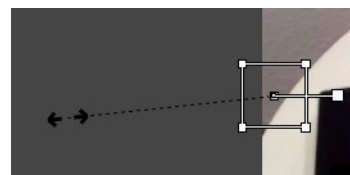
The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Resize

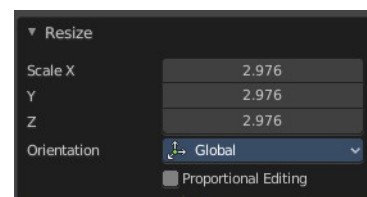
Resize the selected track(s).



Last Operator Resize Last

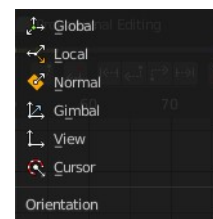
Resize X Y Z

The transform values. Set x and y position of the track. Z value has no influence.



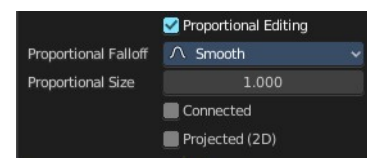
Orientation

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Reconstruction

This menu once contained nothing but double menu entries that can be found in the panels. It is part of the Blender menu structure. And a add-on may add an entry here. So it remains for compatibility reasons.