

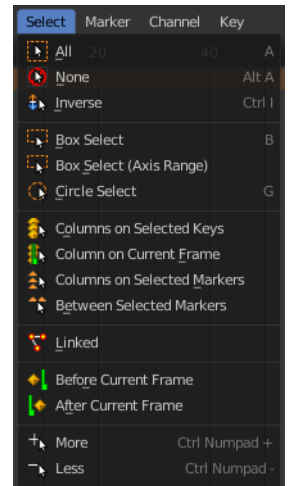
## 16.1.4 Editors - Dope Sheet - Select Menu

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### Dopesheet Editor - Select Menu

The Select menu contains various tools to select elements.

The content is the same in all modes. With one exception. Grease Pencil mode is missing the More / Less menu items.



#### All

Select everything.

#### None

Select nothing.

#### Inverse

Invert the current selection.

#### Box Select

Box select enters the Border Select mode. Select elements by dragging a rectangle around it. Just what's inside of the rectangle gets selected then.

It adds to selection by default. To subtract from selection hold down Shift key.

The selection gets applied when you release the mouse. You leave the mode automatically when you release the mouse.

## **Box Select(Axis Range)**

Box select enters the Border Select mode. Select elements by dragging a rectangle around it. And what's inside the horizontal range of the rectangle gets selected then. Even when the keyframes are outside of the rectangle.

It adds to selection by default. To subtract from selection hold down Shift key.

The selection gets applied when you release the mouse. You leave the mode automatically when you release the mouse.

## **Circle Select**

Circle select enters the Circle Select mode. This is a special select mode where you can select elements by moving with the mouse over it. It adds to selection by default.

To subtract from selection hold down Shift key. To exit the Circle select click with the right mouse button.

The pencil radius of the circle select tool can be adjusted with the scroll wheel.

## **Columns on Selected Keys**

Select the keyframes in the columns of the currently selected keyframe.

## **Columns on Current Frame**

Select the keyframes in the columns of the current frame.

## **Columns on Selected Markers**

Select the keyframes in the columns of the selected markers.

## **Between Selected Markers**

Select the keyframes between the selected markers. You need to have markers in the view for this feature.

## **Linked**

Select all UV vertices linked to the active UV map. The previous selection gets cleared.

## **Before current Frame**

Select the keyframes before the current frame.

## **After current Frame**

Select the keyframes after the current frame.

## **More**

Grow the selection.

## **Less**

Shrink the selection.