

## 17.1.1 Editors - Timeline - Header Tools and Options

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## Introduction

The header contains various menus and tools. This chapter here is about the tools and options elements in the header.

The text menus are covered in an own chapter each.



## Playback Elements

The playback elements allows you to play your animation, and set the animation range.



### Jump to Endpoint - start

Jumps to the first frame.

### Jump to Keyframe - previous

Jumps to the keyframe before the current position.

### Play Animation - backward

Plays the animation in reverse direction.

### Play Animation - forward

Plays the animation.

### Jump to Keyframe - next

Jumps to the keyframe after the current position.

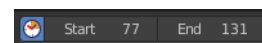
### Jump to Endpoint - end

Jumps to the last frame.

### Current Frame

The edit box with the position of the current frame. Click at the value and type in another value to jump to another frame.

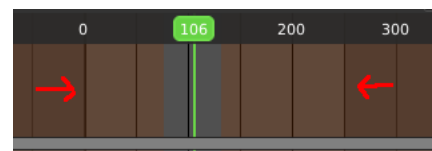
### Use Preview Range



Toggle an alternative range used to preview animations. The Preview range works for the UI playback, but will

not work for rendering an animation.

The preview range is displayed in orange color. The original playback range that is used for rendering is still displayed in grey underneath. When Use Preview Range is on, then the animation will loop between the Preview range.



## Start

The start frame for the animation in current mode.

## End

The end frame for the animation in current mode.

## Insert Keyframe

Inserts a keyframe. You need to have a keying set assigned already. See Active Keying Set drop down box.

## Delete active keying set keyframe

Removes the keyframe at the current position in the current active keying set.

## Active Keying Set

Objects needs a so called keying set so that you can record animation for it. It is a container for the animation, a set of keyframe channels. When you try to record an animation without an existing keying set, then you will get a warning since the channels for the keyframes are missing.



In this property you can choose a method from the builtin keying sets.

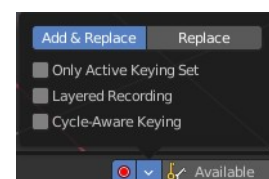
## Auto Keying

With auto keying on every manipulation in the 3d view will automatically create a keyframe, or update the existing keyframe at the current position.

Note that Auto Keying just works with transform properties ( Objects and Bones) in the 3d View. It will not work to animate colors in the Properties Editor for example.

## Auto Keyframing Popover

Auto keying settings. These settings shows when you have auto keying activated.



## Auto keying mode

### *Add & Replace*

Replace existing keyframes and add new ones where no keyframes exists.

## Replace

Just replace existing keyframes.

## Only Active Keying Set

Automatic keyframe insertion using active keying set only.

## Layered Recording

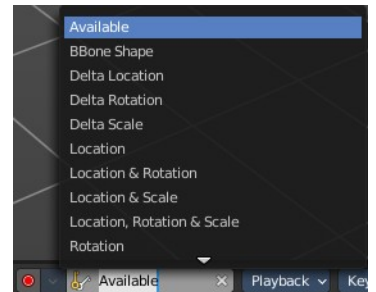
Add a new nla track and strip for every loop or pass made over the animation. This allows non destructive tweaking.

## Cycle aware keying

For channels with cyclic extrapolation, the keyframe insertion is automatically remapped inside the cycle time range, and keeps the ends in sync.

## Active Keying Set

Choose your keying set.



## Playback Panel

Here you can find various options for playback.

## Sync Mode

How to synchronize playback.

### No Sync

Don't synchronize. Play every frame.

### Frame Dropping

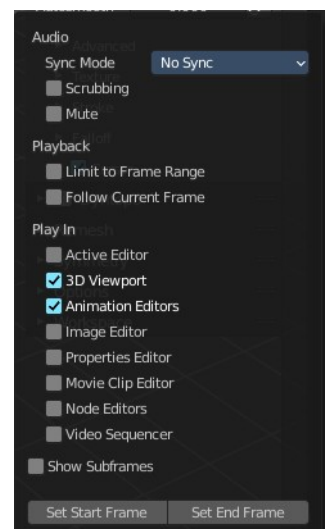
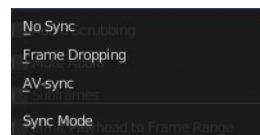
Drop frames if playback is too slow.

### AV Sync

Drop frames to synchronize to Audio Playback.

## Audio Scrubbing

Play existing audio from sequence editor when scrubbing.



## Mute Audio

Mute existing audio from sequence editor.

## Sub frames

Show current scene sub frame and allow to set it by using interface tools.

## Limit Playback to Frame Range

Don't allow frame selection with the mouse outside of the play range.

## Follow Current Frame

Follow current frame in editors.

## Play Animation in ...

Plays the animation in the chosen editor types.

## Set Start Frame, Set End Frame

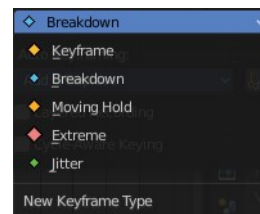
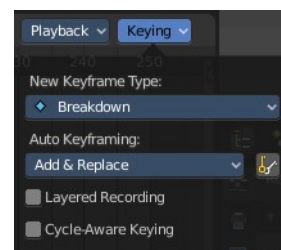
Sets the current frame position as the start frame / the end frame.

## Keying Panel

Some more keying options.

### New Keyframe Type

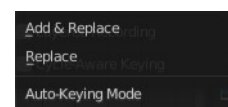
Recolor the currently selected keyframes. Or create the next keyframe with this chosen keyframe color.



### Auto Keyframing

### Auto Keying Mode

Just replace existing keyframes, or add keyframes too.



## **Auto Keyframe Insert Keying Set**

Automatic Keyframe Insertion using the active keying set only.

## **Layered Recording**

Add a new NLA Track and Strip for every loop/ pass made over the animation to allow non destructive tweaking.

## **Cycle Aware Keying**

For channels with cyclic extrapolation, keyframe insertion is automatically remapped inside the cycle time range, and keeps the ends in sync.