

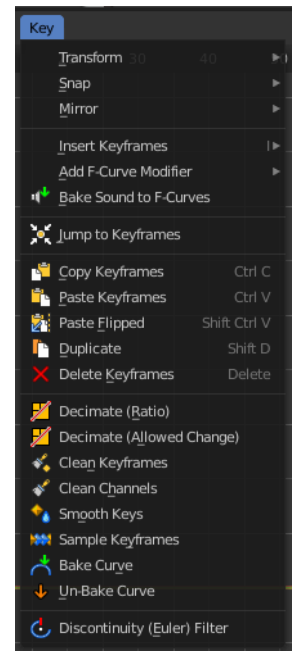
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Graph Editor - Key Menu

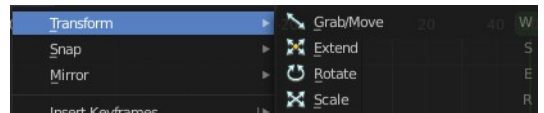
This menu contains functionality to manage the keyframes.



Transform

Grab/Move

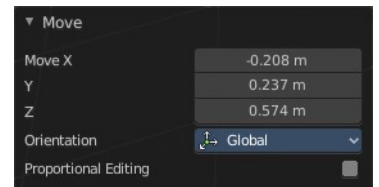
Moves the selected keyframe(s).



Last Operator Move

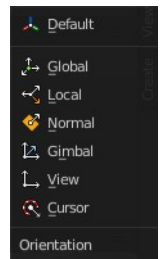
Move X, Y Z

The position. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and moves relative to this zero then. For the actual location values have a look in the sidebar in the transform panel.



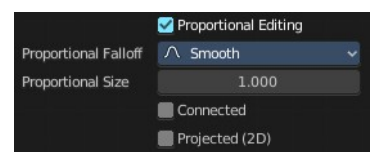
Orientation

The widget can have different orientations. The menu items should be self explaining.



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.

Extend

Moves the last keyframes of the selection.

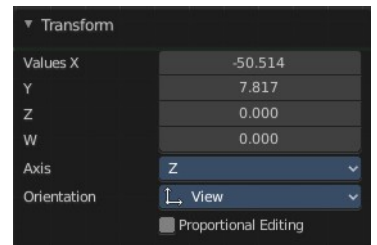
Last Operator Transform

Values X, Y Z, W

The new position.

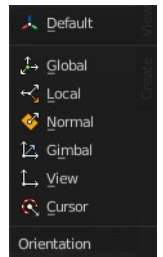
Axis

Which axis to transform.



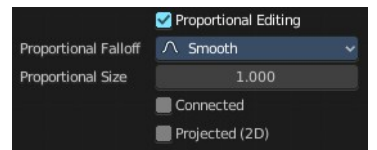
Orientation

The widget can have different orientations. The menu items should be self explaining.



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.

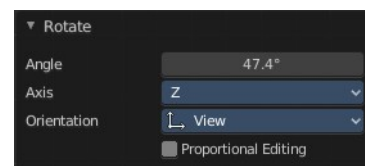
Rotate

Rotates the selection.

Last Operator Rotate

Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

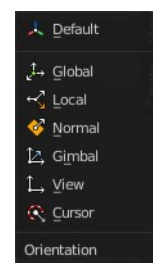


Axis

Which axis to rotate.

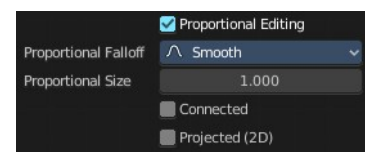
Orientation

The widget can have different orientations. The menu items should be self explaining.



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.

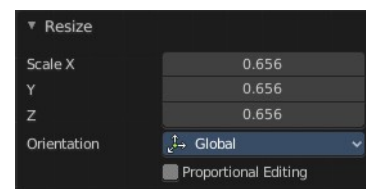
Scale

Scales the selected keyframes. You need to have more than one keyframe selected.

Last Operator Resize

Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

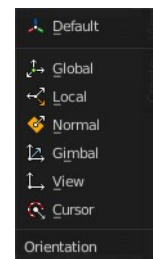


Axis

Which axis to rotate.

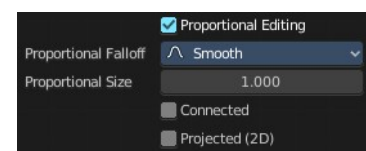
Orientation

The widget can have different orientations. The menu items should be self explaining.



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.

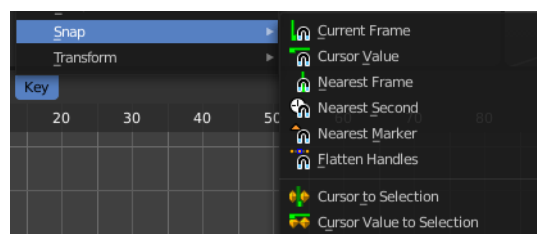
Projected(2D)

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.

Snap

Snaps the selected keyframes by the chosen method.

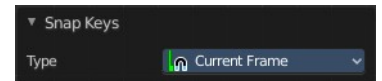
Cursor to Selection and Cursor Value to Selection does not have a last operator.



Last Operator Snap Keys

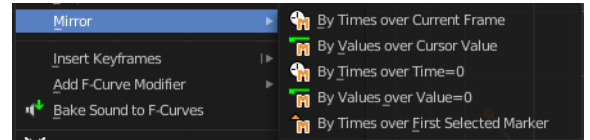
Type

Snaps the selected keyframes by the chosen method.



Mirror

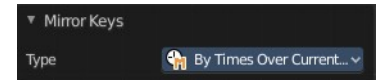
Flips the selected keyframes over the current frame position.



Last Operator Mirror Keys

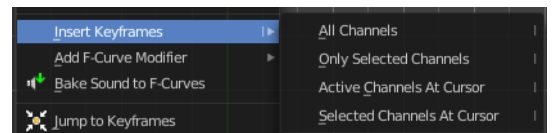
Type

Flips the selected keyframes over the current frame position by the chosen method.



Insert Keyframes

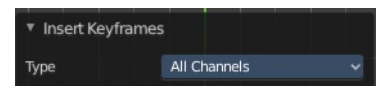
Choose a method how to insert a new keyframe at the current frame position.



Last Operator Insert Keyframes

Type

Choose a method how to insert a new keyframe at the current frame position.



Jump to Keyframes

Sets the frame marker at the average position of the currently selected keyframes.

Copy Keyframes

Copy selected keyframes.

Paste Keyframes

Pastes copied keyframes.

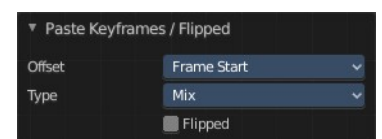
Paste Flipped

Pastes copied keyframes, but flipped.

Last Operator Paste Keyframes / Flipped

Offset

Define an offset for the paste position.



Type

Choose a method how to paste the copied keyframes.



Flipped

Pastes keyframes from mirrored bones if they exists.

Duplicate

Duplicate selected keyframes.

Last Operator Duplicate

Mode

Values X / Y

The x and y values for the pasted keyframes. Note that these values starts at the position of the original copied keyframe. These values are relative.

Values Z and W have no effect here.

Axis

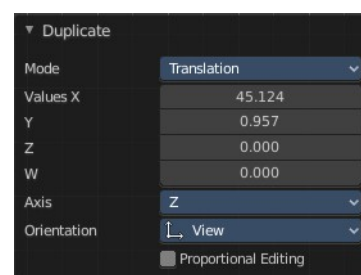
These values have no effect.

Orientation

These values have no effect.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

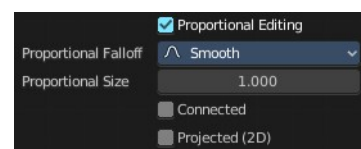
See and adjust the falloff radius.

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.



Delete Keyframes

Deletes selected keyframes.

Decimate (Ratio)

Decimate F-Curves by removing keyframes that that has the least influence to the curve shape.

Decimate (Allowed Change)

Decimate F-Curves by specifying how much it can derivative from the original curve.

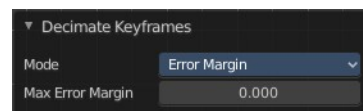
Last Operator Decimate Keyframes

Mode

The decimate mode. Error margin is Allowed change.

Remove or Max Error Margin

The percentage of keyframes to remove.



Clean Keyframes

Simplify FCurces by deleting keyframes that are close to each other in all channels.

Clean Channels

Simplify FCurces by deleting keyframes that are close to each other in selected channels.

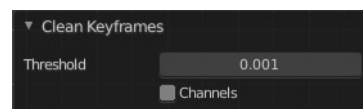
Last Operator Clean Keyframes

Threshold

The threshold amount for the simplify algorithm.

Channels

Clean keyframes or channels.

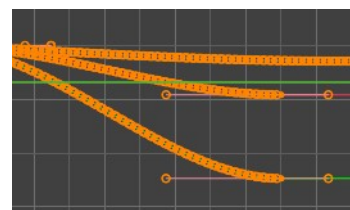


Smooth Keys

Make selected curves less bumpy.

Sample Keyframes

Adds keyframes at every unit between the selected keyframes.



Bake Curve

Bake selected F-Curves to a set of sampled points. This makes the curve not longer editable.

Un-Bake Curve

Un-bake a baked F-Curve to make it editable again.

Discontinuity (Euler) Filter

Try to fix large jumps and flips in the selected F Curve. This jumps can appear when rotation values are clipping by baking physics.