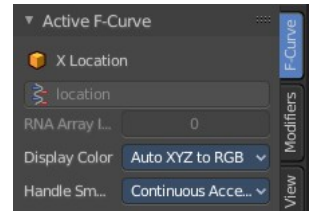


18.3.1 Editors - Graph Editor - Sidebar - F-Curve Tab

F-Curve Tab - Active F-Curve Panel.....	1
Channel Name.....	1
RNA Path.....	1
RNA Array Index.....	1
Display Color.....	1
Handle Smoothing.....	2
None.....	2
Continuous Acceleration.....	2
F-Curve Tab - Active Keyframe Panel.....	2
Interpolation.....	2
Key Frame.....	2
Value.....	2
Left Handle Type / Right Handle Type.....	2
Free.....	2
Aligned.....	2
Vector.....	2
Automatic.....	3
Auto Clamped.....	3
Frame.....	3
Value.....	3

F-Curve Tab - Active F-Curve Panel

This panel displays the properties for the active F-Curve.



Channel Name

The name of the currently active F-Curve channel.

RNA Path

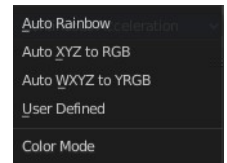
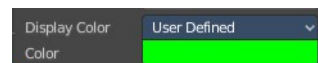
RNA Path to property. This is a read only information.

RNA Array Index

The RNA Array Index to the specific property affected by the F-Curve if applicable. This is a read only information.

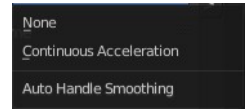
Display Color

With what colors to display the curves. User defined allows you to choose a custom color for the curve. A color field appears. The other methods works random.



Handle Smoothing

Select the method to compute automatic Bezier Handles.



None

Only directly adjacent key values are used when computing the handles. Vector handles points directly at the adjacent keyframes.

Continuous Acceleration

Also keyframes behind the next or previous keyframe gets used for calculation. Which results in a smoother curve.

F-Curve Tab - Active Keyframe Panel

Interpolation

Set the interpolation type for this keyframe.

Key Frame

The current position of this keyframe.

Value

The Y value of this keyframe.

Left Handle Type / Right Handle Type

Set the handle type. The handles of a keyframe can be independent. Some constellations just works with some other constellations.

Free

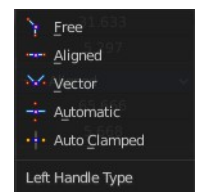
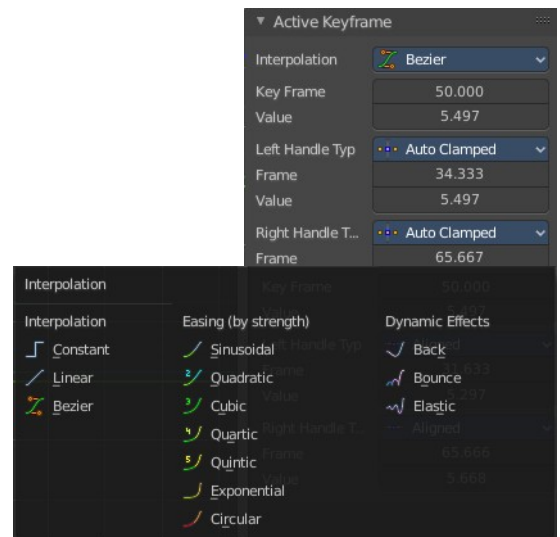
Move and adjust the handles independently.

Aligned

With the left handler the right handler moves too.

Vector

Creates a curve with straight lines.



Automatic

Creates a smooth curve.

Auto Clamped

Creates a smooth curve that only changes the direction at other curve points. It is clamped to prevent overshoots in the curve shape.

Frame

The current frame of this handle.

Value

The current Y position of this handle.