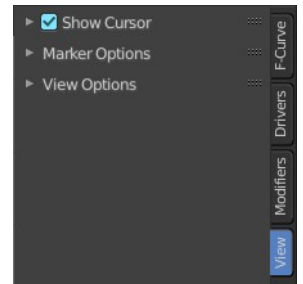


18.3.4 Editors - Driver Editor - Sidebar - View Tab

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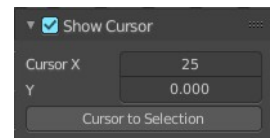
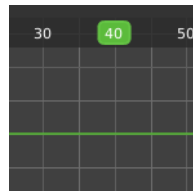
Sidebar - View tab

The view tab contains further options.



Show Cursor panel

The green playhead at the top is the time cursor. The horizontal green line is called the cursor. Or ground line cursor. Together they are the 2d cursor.



Show Cursor checkbox

Hides the green ground line cursor.

Cursor X

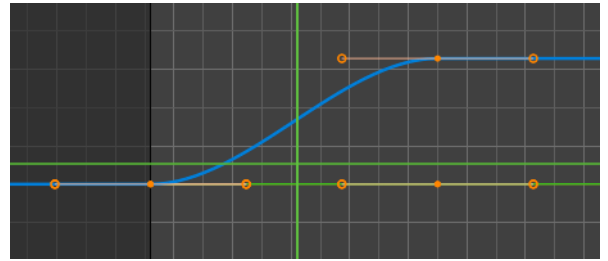
The frame position of the playhead cursor.

Cursor Y

The Y position of the ground line cursor.

Cursor to Selection

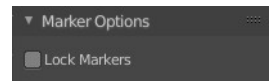
Sets both cursors to the center of the selection. This button also works when the ground line cursor is deactivated. In this case just the playhead cursor gets set to the center of the selection.



Marker options panel

Lock Markers

Make the markers uneditable.



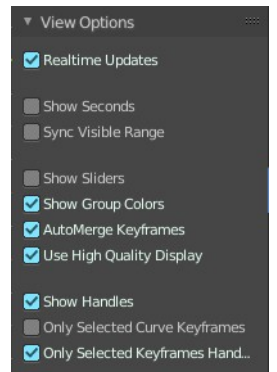
The Drivers editor does not have Markers. This panel is dysfunctional and obsolete here. And will vanish soon.

Sidebar - View options panel

Some of these settings belongs to the Graph editor. But can also be changed from the Dope Sheet editor.

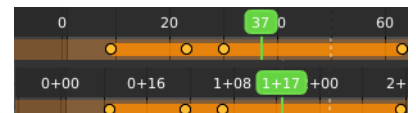
Real-time Updates

When transforming keyframes then this transformation is also immediately visible in other editors.



Show Seconds

Show the timing in the timeline area in seconds instead of frames.



Sync visible range

Synchronize the visible timeline range with other visible time based editors.

Show Sliders

Shows the value sliders for f-curve channels in the channel list.



Show Group Colors

Display groups and channels with colors matching their corresponding groups (pose bones only currently)

Not documented, not to find out how it works. Not even with bones in pose mode as suggested. This checkbox seems to do nothing

AutoMerge Keyframes

Automatically merge nearby keyframes.

Use High Quality Display

Display the curves in highest quality.

Show Handles

Show the handles at the keyframes

Only selected Curve Keyframes

Just show the keyframes from the selected curves.

Only Selected Keyframes Handles

Just show the handles of the keyframes from the selected curves.