

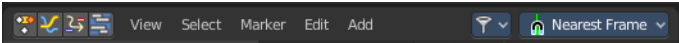
19.1.1 Editors - NLA Editor - Header tools and options

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Introduction

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

The text menus are covered in an own chapter each.



Header Tabs

The tabs at the very left allows you to switch between the four most important editor types by one click. Dope sheet Editor, Graph Editor, Driver Editor, NLA Editor.



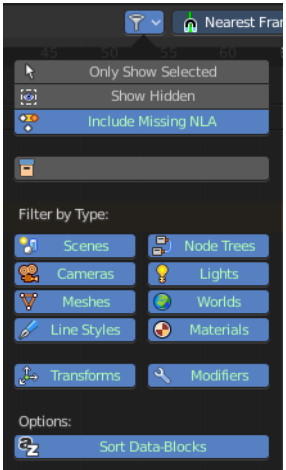
Filters

The Filters panel allows you to filter out elements.

Note that in other modes the panel does not show all content. In Action Editor mode for example it just shows the first four elements.

Only Show Selected

Display only the data for the selected object in the list of elements. If off it displays all available animation data of the whole scene.



Show Hidden

Include channels from objects / bones that are not visible. This feature just works with Only Selected off.

Include Missing NLA

Include Animation data blocks without NLA data

Filtering Collection

Just display the content from the chosen collection in the list of elements.

Filter by Type

In this section you can choose what type of animation data should be displayed. The names should be self explaining.



Options

Sort Data Blocks

Alphabetically sort the data in the list of elements.

Auto Snap

Adjust how the selected keyframe or fcurve point snaps to other elements.

