

19.1.5 Editors - Drivers Editor - Channel Menu

Dopesheet Editor - Channel Menu.....	2
Channel Menu - Dopesheet + Action Editor mode.....	2
Delete Channels.....	2
Delete Invalid Drivers.....	2
Group Channels.....	2
Ungroup Channels.....	2
Channel Settings.....	2
Last Operator Toggle Channel Settings.....	3
Type.....	3
Toggle Channel Editability.....	3
Last Operator Toggle Channel Editability.....	3
Type.....	3
Extrapolation Mode.....	3
Constant Extrapolation.....	3
Linear Extrapolation.....	3
Make Cyclic.....	3
Clear Cyclic.....	3
Last Operator Set Keyframe Interpolation.....	3
Type.....	3
Reveal Curves.....	3
Last Operator Reveal Curves.....	3
Select.....	3
Hide selected Curves.....	4
Hide unselected curves.....	4
Last Operator Hide Curves.....	4
Unselected.....	4
Expand Channels.....	4
Last Operator Expand Channels.....	4
All.....	4
Collapse Channels.....	4
Last Operator Collapse Channels.....	4
All.....	4
Move.....	4
Last Operator Move Channels.....	4
Direction.....	4
Revive Disabled F-Curves.....	4

Dopesheet Editor - Channel Menu

This menu contains functionality to manage the channels in the channels list at the left.

The menu doesn't exist in all modes. It exists in Dopesheet, Action Editor and Grease Pencil mode. And has different content.

Channel Menu - Dopesheet + Action Editor mode

Delete Channels

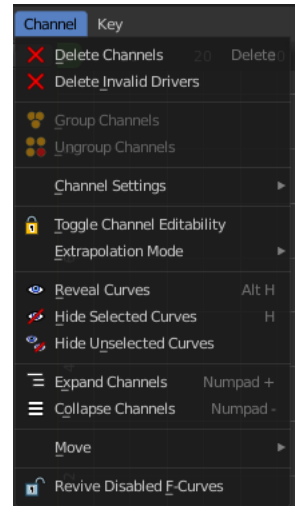
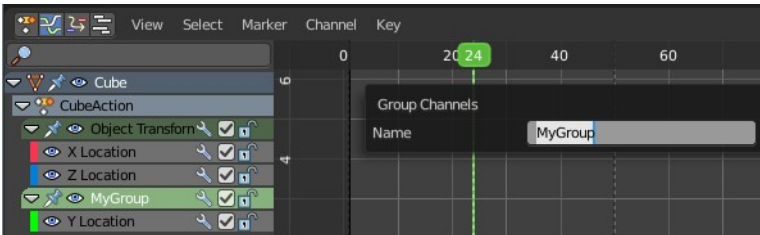
Deletes the selected channels and all its keyframes.

Delete Invalid Drivers

Deletes invalid drivers.

Group Channels

Creates a custom group from the selected channels.



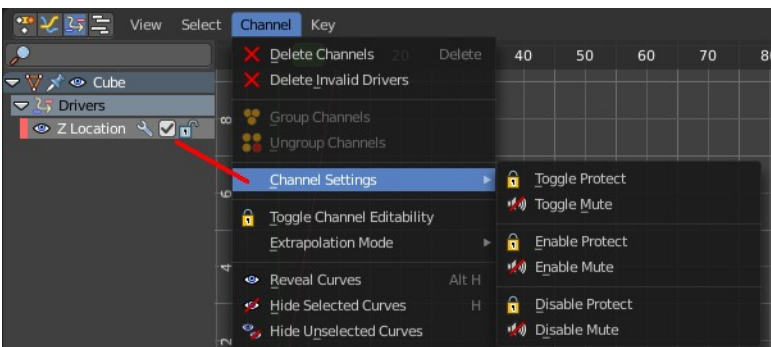
Ungroup Channels

Removes the selected channels from the group, and adds them back to the original hierarchy.

Channel Settings

Adjust the locks and check boxes in the channels list from outside of the channels list for all selected elements at once. With Toggle Mute you could for example disable all selected channels at once.

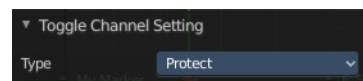
The menu items should be self explaining.



Last Operator Toggle Channel Settings

Type

The type to toggle.



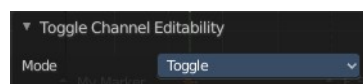
Toggle Channel Editability

Toggles the locks in the channel list from their previous state to locked and back.

Last Operator Toggle Channel Editability

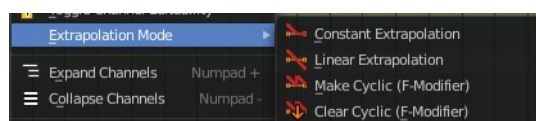
Type

The type to toggle.



Extrapolation Mode

Sets the extrapolation mode for the selected F-Curves. Means how the curve acts at the beginning and the end of the F-Curve.



Constant Extrapolation

The animation curve continues straight at the end.

Linear Extrapolation

The animation curve continues the last direction.

Make Cyclic

Makes the animation loopable. The interpolation curves are adjusted so that the first frame fits to the last frame.

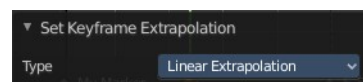
Clear Cyclic

Removes the cyclic extrapolation.

Last Operator Set Keyframe Interpolation

Type

Set the extrapolation mode for the selected F-Curves.



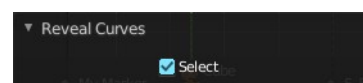
Reveal Curves

Reveals all hidden curves.

Last Operator Reveal Curves

Select

Select all revealed curves.



Hide selected Curves

Hides the selected curves.

Hide unselected curves

Hides the unselected curves.

Last Operator Hide Curves

Unselected

Hide the unselected or selected curves.



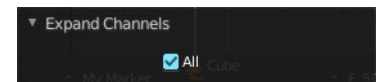
Expand Channels

Expands all channels in the channel list.

Last Operator Expand Channels

All

Expand all Channels, or just the selected channels.



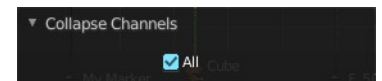
Collapse Channels

Collapses all channels in the channels list.

Last Operator Collapse Channels

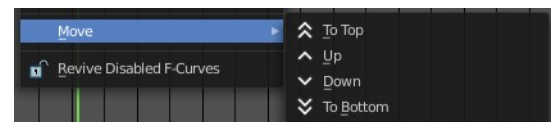
All

Collapse all Channels, or just the selected channels.



Move

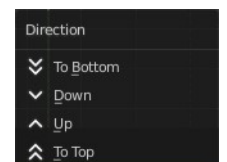
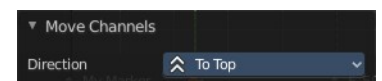
Sort the items in the channels list.



Last Operator Move Channels

Direction

Sort the items in the channels list.



Revive Disabled F-Curves

Clears the disabled tag from all f-curves to get broken F-Curves working again.