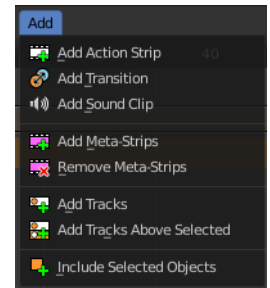


## 19.1.6 Editors - NLA Editor - Add Menu

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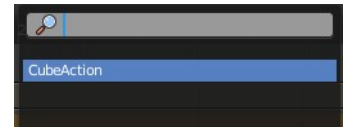
### NLA Editor - Add Menu

A menu where you can add various elements to the NLA.



### Add Action Strip

Adds an action strip. Opens a popup menu where you can choose what animation data this new action strip should contain.



### Add Transition

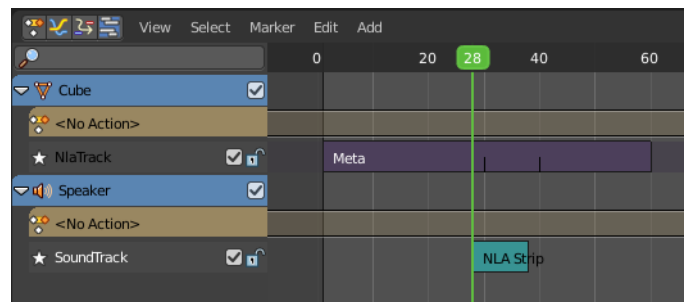
Adds a transition strip between two selected action strips.



### Add Sound Clip

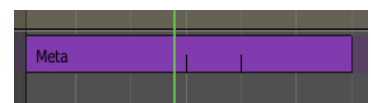
Adds a sound clip at the marker position.

A Sound Clip Controls when a speaker plays a sound. This strip type requires a Speaker object with a sound clip assigned. You can create a speaker object in the 3D view. The sample can be loaded in the Object Data Properties tab in the Properties editor then.



### Add Meta Strips

Turns selected strips into a meta strip. A group of strips.



## **Remove Meta Strips**

Ungroups the meta strips into its original action strips.

## **Add Tracks**

Adds a new track in the Channel list.

## **Add Tracks Above Selected**

Adds a new track in the Channel list.

## **Include Selected Objects**

Objects without animation or a NLA strip will not appear in the channel list. With this command you can load selected objects into the NLA, regardless if they have animation yet or not.