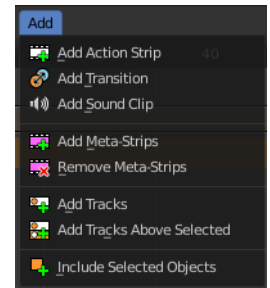


19.1.7 Editors - NLA Editor - Add Menu

| | |
|--------------------------------|---|
| NLA Editor - Add Menu..... | 1 |
| Add Action Strip..... | 1 |
| Add Transition..... | 1 |
| Add Sound Clip..... | 1 |
| Add Meta Strips..... | 1 |
| Remove Meta Strips..... | 2 |
| Add Tracks..... | 2 |
| Add Tracks Above Selected..... | 2 |
| Include Selected Objects..... | 2 |

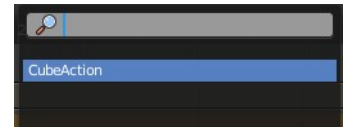
NLA Editor - Add Menu

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

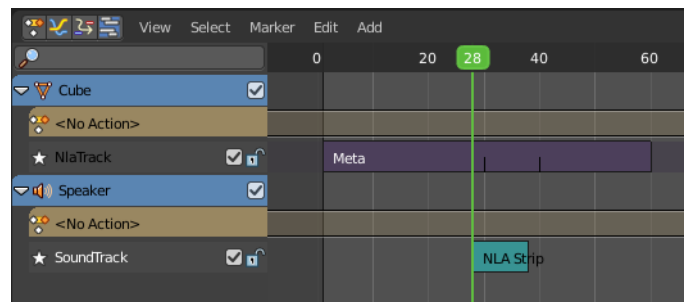
Adds a transition strip between two selected action strips.



Add Sound Clip

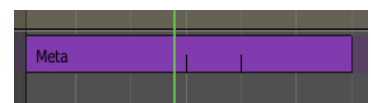
Adds a sound clip at the marker position.

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.